

SONY PLAYSTATION • SEGA SATURN • NINTENDO 64 • SNK • ARCADE • PC CD-ROM

MAXIMUM

THE VIDEO GAME MAGAZINE • MAY ISSUE 6 • £3.50

RESIDENT EVIL

***UNCOVER THE HORROR IN
THIS PLAYSTATION CLASSIC!***

SUPER MARIO 64 • PILOTWINGS 64 • STREET FIGHTER ALPHA 2 • ADIDAS POWER SOCCER

MAXIMUM

THE BEGINNING OF ISSUE 6

This month WE HAVE A TOTAL OF FIVE PAGES OF COVERAGE ON WHAT IS UNDOUBTEDLY GOING TO BE THE HOT CONTENDER FOR THE COVETED "VIDEOGAME OF THE YEAR" AWARD. AND IT'S A PC TITLE. THIS ALONE MAY BE ENOUGH TO SEND MOST READERS ONTO THE NEXT PAGE OF **MAXIMUM**, EAGER TO CHECK OUT THE NEW PLAYSTATION OR SATURN WARES, BUT WE BEG YOU TO LINGER A WHILE ON OUR PAGES DEVOTED TO ID SOFTWARE'S QUAKE.

YES, THE SCREENSHOTS LOOK EXCEPTIONAL AND THE 3D TECHNOLOGY EMPLOYED IN THIS TITLE MAKES A MOCKERY OF ANY APPROXIMATE TITLE ON EITHER THE SONY OR SEGA MACHINE, BUT THE REAL REASON WHY QUAKE IS SO HOT IS BECAUSE IT IS A VIDEOGAME WITH NEAR-INFINITE HORIZONS.

THE DOOM-STYLE ONE-PLAYER EXPERIENCE IS GOOD ENOUGH (IN FACT, IT'S STUNNING), BUT BEYOND THAT IS THE ULTIMATE NETWORK EXPERIENCE. IF YOU HAVE AN INTERNET ACCOUNT, FOR THE COST OF A LOCAL CALL YOU CAN INDULGE IN THE MOST EXCEPTIONAL MULTIPLAYER COMBAT YOU'VE EVER EXPERIENCED. YES, HEAD-TO-HEAD DEATHMATCH ON PLAYSTATION DOOM WAS GREAT, BUT HOW DO YOU FANCY SIMULTANEOUS 16-PLAYER ACTION? THE BEAUTY OF IT IS YOU CAN BE PLAYING PEOPLE IN THE US, NORWAY, ENGLAND... JUST ABOUT ANYWHERE IN THE WORLD, FOR THAT MATTER. IF YOU'RE RUNNING QUAKE ON A CONVENTIONAL NETWORK, THE AMOUNT OF PLAYERS YOU CAN SQUEEZE INTO ONE GAME IS DICTATED ONLY BY THE PHYSICAL DIMENSIONS OF THE LEVEL!

ALSO, SETTING UP A MULTIPLAYER SERVER OF YOUR OWN IS SIMPLICITY. THERE'S EVEN A (VERY) SIMPLIFIED VERSION OF C SO YOU CAN DEFINE THE VERY OBJECTIVES OF THE GAME, AND LEVEL EDITORS SO YOU CAN DESIGN YOUR OWN WORLD FOR OTHER PEOPLE TO PLAY IN.

SOME INTERNET POSTERS ARE ALREADY DISMISSING QUAKE AS BEING LITTLE MORE THAN DOOM 3 - A GREAT GAME WITH A NEW 3D ENGINE. THE FACT IS THAT BY COMBINING NEAR-PERFECT PLAYABILITY WITH AN INFINITELY EXPANDABLE GAME, QUAKE IS GOING TO ACCOUNT FOR A HUGE AMOUNT OF PENTIUM SALES... AND NEW INTERNET ACCOUNTS. READ THE VERY LATEST INTERVIEW WITH ID SOFTWARE ON PAGE 96.

RICHARD LEADBETTER,
EDITOR.

THE CONTENTS OF

MAXIMUM

THE VIDEO GAME MAGAZINE • MAY ISSUE 6

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Feasting Zombie
rendered by Roger Harris

MAXIMUM EXTENDED PLAY

RESIDENT EVIL PAGE 6
PlayStation 3D Horror Strategy Game by Capcom
Price and Release Unconfirmed

MAXIMUM has covered this truly first rate title since way back in issue #1, and with the final product in front of us, we tear the terror-filled mansion apart brick by brick in part one of the most detailed and complete guide you'll ever see. Choose your STARS combat operative and venture forth into the unknown, with only a combat knife, health spray and issue #6 of **MAXIMUM** for company. Of course, our full-on guide also sees the return of the grizzled police chief with attitude. Fresh from his transfer from Virtua City, Chief Hambleton is here to lead your STAR troopers to victory.

ADIDAS POWER SOCCER PAGE 24
PlayStation Football Game by Psygnosis
Out now, Price Unconfirmed

The PlayStation already has FIFA '96 and Actua Soccer, but could the premiere footie title from Psygnosis relegate both these games to the first division? **MAXIMUM** swings from the terraces, and puts the boot in where it counts; with a detailed account of this fantastically playable soccer sim.

GUN GRIFFON: THE EURASIAN CONFLICT PAGE 34
Sega Saturn 3D Shooting Game by Game Arts
Price and Release Unconfirmed

Game Arts' brilliant strategy and shooting title won many fans by mixing current military hardware with big robots. Forget tanks; you're enclosed in a forty-foot killing mech with enough firepower to wipe out the whole of Tokyo! Time to check out what the harder missions have in store for you.

TEKKEN 2 PAGE 46
PlayStation 3D Fighting Game by Namco
September Release, Price Unconfirmed

Our relentless Tekken 2 coverage continues unabated, with this issue detailing the main characters' floating combinations and all the PlayStation cheats you'll ever need. Want to know more about the Super Deformed mode? Check it out.

STREET FIGHTER ALPHA 2 PAGE 56
Arcade 2D Fighting Game by Capcom
Current Release

We promised this last issue, and as usual, we've delivered. Ten of the 18 characters in this addition to the Street Fighter legacy are detailed, along with their appropriate moves lists and one or two surprises as well.

DUKE NUKEM 3D PAGE 62
PC 3D Shooting Game by 3d Realms
Shareware Out Now, Price £5.99

Send in the Doom clones! Yes, Duke Nukem is finally about to hit the shops in shareware form, and to get you in the mood for massacring, we present a guide to all the levels present in this taster from US Gold.

ULTIMATE MORTAL KOMBAT 3 PAGE 72
Sega Saturn 2D Fighting Game by Williams
June Release, Price Unconfirmed

Due to the popularity of the upgrade, **MAXIMUM** has decided on a short but perfectly formed Extended Play on this latest installment of digitised

fisticuff action. Numerous moves lists are promised, as well as the huge dollops of frothing red stuff that the game is so famous for.

MAXIMUM CLOSE-UP

PANZER DRAGON ZWEI PAGE 40
Sega Saturn 3D Shooting Game by Team Andromeda/Sega
May Release, Price unconfirmed

The new king of the 3D Shoot 'em up was detailed last issue, and we go in-depth like never before with all (and we mean *all*) the secrets, extra dragons and special modes that you'll ever need to know about. "Ja, ich spreche Harden Coren!"

DESCENT PAGE 68
PlayStation 3D Shooting Game by Interplay
Out Now, Price Unconfirmed

Five PlayStation Anarchy levels are detailed for your inspection, along with a number of great deathmatch tactics and some codes for the PC version of Descent 2. Take to the skies and zoom around very enclosed corridors, gunning your mate's ship down in an explosion of plasma.

QUAKE PAGE 76
PC 3D Shooting Game Par Excellence by id
Price and Release Unconfirmed

A veritable pantaloon explosion resulted when **MAXIMUM** linked our PCs together for more Quake action that was possibly good for us. Our esteemed Editor and Staff Writer enjoyed a bout after bout of intense sweaty action in a locked room (in the name of this feature, we were assured), and all the DeathMatch tactics you need are detailed here. Also check news page 96 for an exclusive Quake interview!

GUARDIAN HEROES PAGE 80
Saturn Action Role Playing Game by Treasure
May Release, Price Unconfirmed

A final look at this great slashing beat 'em up with much more to offer, as Yas goes through all the available cheats for the game, including how to choose any of the 45 different fighters!

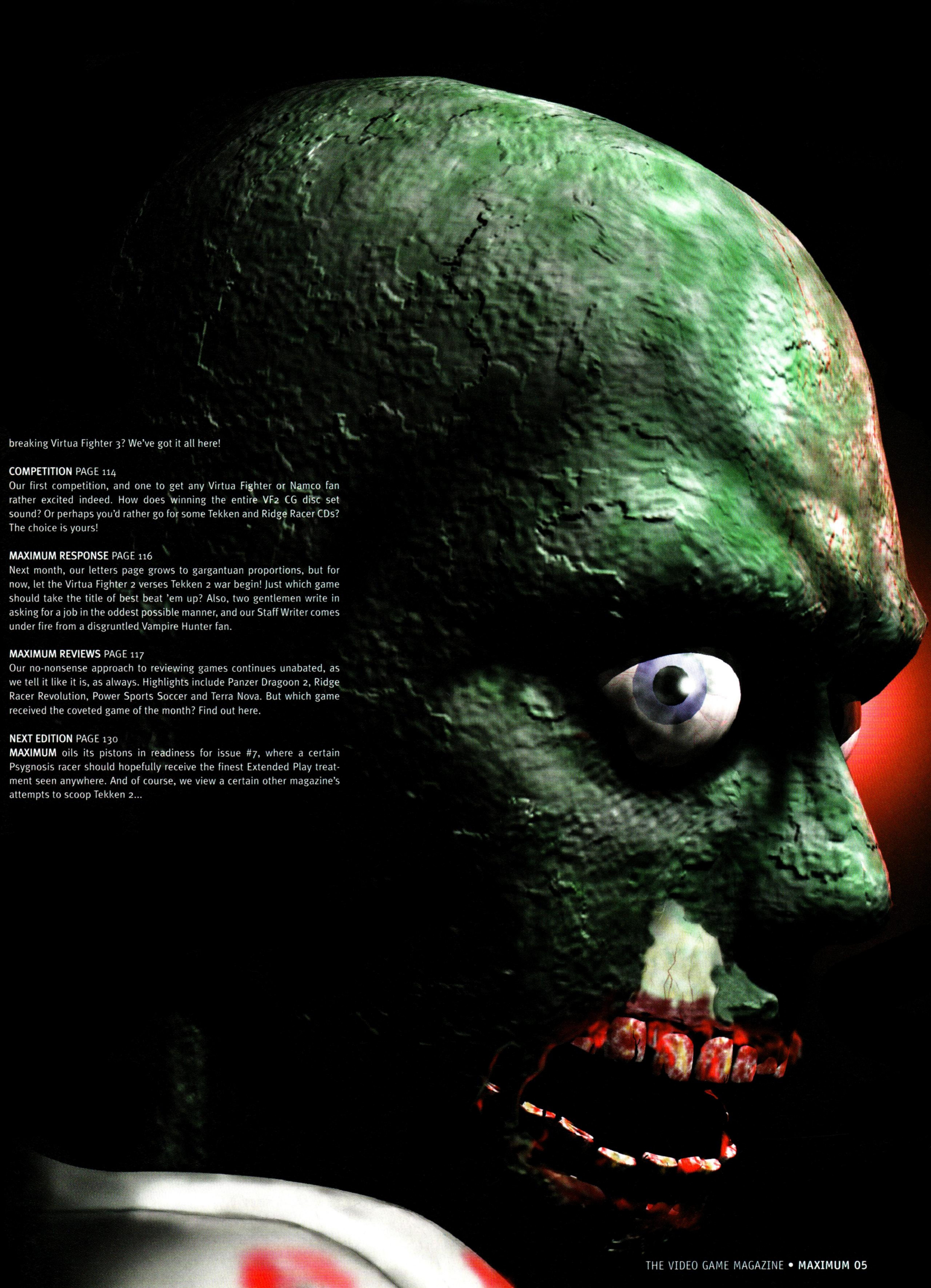
VAMPIRE HUNTER PAGE 82
Sega Saturn 2D Fighting Game by Capcom
July Release, Price Unconfirmed

Capcom have produced the goods once more, and our comprehensive playtesting has uncovered numerous cheats and secrets, all of which rest snugly on this page; including how to play the original version known as Vampire!

MAXIMUM REGULARS

NEW GAMES... PLACES... EVENTS PAGE 84

This has to be our finest news section ever, with the second wave of pictures for the jaw-droppingly smart Super Mario 64 and Pilotwings 64 adorning the first section. Let the quality of the screenshots be in no doubt! Also, we report back from the first PlayStation Expo, and detail Zero Divide 2 and Kowloon's Gate with our usual attention to detail. Then of course, we have the interview with id: Let the whole world Quake! Then to round off with a look at some great Capcom future releases, the somewhat tragic Art of Fighting 3 and some interesting Konami software to view. Finally, how about a frenzy of unbelievable pictures of the ground-



breaking Virtua Fighter 3? We've got it all here!

COMPETITION PAGE 114

Our first competition, and one to get any Virtua Fighter or Namco fan rather excited indeed. How does winning the entire VF2 CG disc set sound? Or perhaps you'd rather go for some Tekken and Ridge Racer CDs? The choice is yours!

MAXIMUM RESPONSE PAGE 116

Next month, our letters page grows to gargantuan proportions, but for now, let the Virtua Fighter 2 verses Tekken 2 war begin! Just which game should take the title of best beat 'em up? Also, two gentlemen write in asking for a job in the oddest possible manner, and our Staff Writer comes under fire from a disgruntled Vampire Hunter fan.

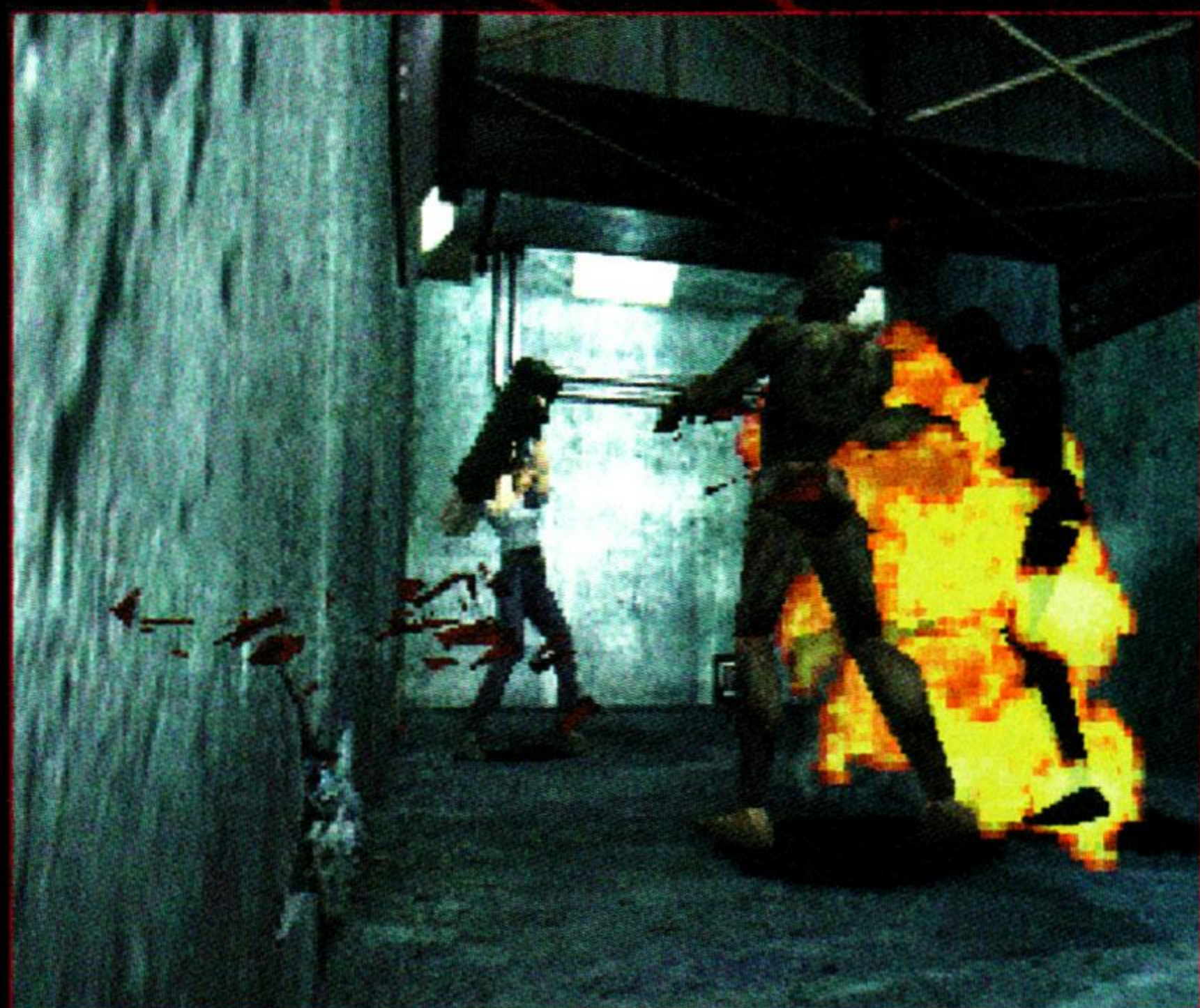
MAXIMUM REVIEWS PAGE 117

Our no-nonsense approach to reviewing games continues unabated, as we tell it like it is, as always. Highlights include Panzer Dragoon 2, Ridge Racer Revolution, Power Sports Soccer and Terra Nova. But which game received the coveted game of the month? Find out here.

NEXT EDITION PAGE 130

MAXIMUM oils its pistons in readiness for issue #7, where a certain Psygnosis racer should hopefully receive the finest Extended Play treatment seen anywhere. And of course, we view a certain other magazine's attempts to scoop Tekken 2...

The shocking **RESIDENT EVIL!** It's dead scary! Uncover the grisly secrets of the mansion of terror!!



"Alpha ten to Alpha leader, we have spotted a small plume of smoke northeast of way-point three! Dispatching Bravo to investigate, over!"

"Hambleton here, that's a roger, Brad! Looks like those goshdarned mutants have Bravo team's landing bay. We've still no radio contact from Bravo team after that scream we heard. Stay in touch, people, over!"

"Brad here. Touching down the chopper now. Wesker has given the order to advance. Alpha team has exited the helicopter, repeat; Alpha team evacuated from helicopter, over!"

"Roger that Vicars, let's keep it nice and tight down there. Redfield, report your positions immediately. Assess situation, over!"

"This is Chris Redfield, Chief! We've touched down in long grass about a mile from that smoke plume. Er, we've got poor visibility and we're advancing slowly. Staying low and alert, over!"

"Good. Excellent. Now where's Frost? My radar shows he ain't with the main team..."

"This is Commander Wesker cutting in, sir! We have a static and faint heat sense about twenty metres away. I sent Frost to investigate, sir!"



SURVIVAL MANUAL FILE 1 - **JILL VALENTINE** - TALENTED UNDERCOVER OPERATIVE

THE LADY OF LOCKPICKING IS HERE! SEALED DOORS ARE NO PROBLEM BUT I CAN'T HANDLE THE HEAT, SO KEEP ME AWAY FROM TROUBLE, PLEASE!

Jill Valentine is a relatively new member of STARS Alpha team, as she was drafted from Hambleton headquarters to aid Sergeant Burton in their hunt for survivors. Jill has proved her worth for the Raccoon Police countless times before; tracking down illegal fur trappers and cordoning off dangerous quarry areas for demolition. She has had past experience of taking down fleeing criminals with her trusty beretta, and has no recorded history of mental illness in the family. Fond of berets and walking through misty forests at dawn, Miss Valentine has become a firm favourite of the local police chief. And of course, that handsome hunk Chris Redfield should be on hand to comfort her if the mission becomes problematic.

Once the full horror of the lurking Resident Evil becomes apparent, Jill handles herself extremely well considering the mind-bending horrors waiting around every corner. In fact, Jill's mission is considerably more straightforward than that of her colleague for a number of reasons. Firstly, Jill has spent her helicopter flight sewing the pockets of her combat pantaloons; fitting them with 'extra stretch' pockets that enable her to carry a total of eight items, and this larger inventory is useful for grabbing all the items you can find and sorting them out later. Jill also has a fantastic lockpicking ability that enables many of the mansion's doors to be unlocked, but in particular there are a series of drawers that Jill may deftly unlock before shovelling a variety of goodies into her trousers. Jill's game also features fewer monsters than the Chris Redfield expedition, so you never really need to worry about being overrun by insane and dribbling terrors, and when you venture into areas where there's a danger of becoming zombie fodder, you can sometimes rely on the bearded wonder, Mister Burton, to bail you out of difficulties, provided he can hear you.



JILL VALENTINE PERSONAL DATA

OPERATIVE NUMBER 0823
AGE 24
HEIGHT 160 CM
WEIGHT 51 KG
BLOOD TYPE O
PASTIME CHARITY WORK AND BOXING
ENJOYS THE SMELL OF PINE CONES, EATING RED PEPPERS

difficulties, provided he can hear you.

Using Jill does have drawbacks however, as she is a lot more susceptible to zombie chops than her team mate, so watch your health when you've already been sucked by an undead monstrosity. You may also find that a panicking Valentine can shoot wide of the mark with her chosen firearm, and spends more time aiming than Chris. Remember this as you'll need extra bullets for zombie takedowns! Despite her battle-hardened exterior, she hates the sight of blood, and doesn't have the unshakable confidence of Chris. She more than makes up for this with a higher intelligence (her piano playing skills are legendary) and the ability to access areas of the game that Chris cannot. Control Jill and you have a lightly armoured operative with swiftness of foot.



SELECT JILL VALENTINE FOR THE **EASY** GAME!

FEWER MONSTERS AND IMPROVED WEAPONS INVENTORY MAKE HER THE IDEAL CHOICE FOR THE NOVICE! ONLY CRETINS WOULD FIND THE GAME DIFFICULT WITH JILL VALENTINE!

DATELINE JULY 1998 - **RACCOON FOREST** ALPHA TEAM'S LAST BROADCAST

A SIMPLE RECON MISSION UNDER CHIEF HAMBLETON'S COMMAND TURNS INTO A TERRIFYING NIGHTMARE FOR RACCOON POLICE'S FINEST OFFICERS!!

"You did WHAT? He's the rookie of the team! Get back-up in there, now!"

"AAARRRRRRGGGHHH!!!!"

"What in the Sam Hill was that?! Wesker, radio silence NOW! Frost, report your position immediately!"

"Oh my Gohd!! My gohd!! A hand!! A severed hand attached to a gun!! I think it was Enrico's! Where is everybody? W-what's that growling sound? Hey guys!! GUYS!!"

"Goshdarn it, home in on Frost's position! What in tarnation is going on down there?!"

"Valentine here, Chief. We've got unknown heat sources homing in from all around us! We still haven't located Frost! There's shotgun fire coming from the northeast. Frost's going crazy!!"

"AAAARRRRRRGGGHHH!!!! Dog's everywhere!! Gotta take 'em down!! Come on then! You want some? And

you? Come git some!! Nooooo!!! It's coming for my neck!!! UURRRKKK!!!"

"Jill here Chief! Frost is down, repeat down! We have multiple signals from the northeast and west. Chopper has disappeared, repeat disappeared! Heading for cover!!"

"My Gohd, what are you people doing?! Regroup on my command! Yer hear me?"

"Right away Chief! Wesker has reported leaving the body of Frost. Frost is down, repeat, down. We are now heading south. We have spotted a large mansion in deep forest cover! Attempting to enter!"

"Chris here Chief! Wesker and the others are safe, and inside the mansion. That's three dogs taken down. Looked like Doberman strains, but something's not quite right. There's an unnatural mist hanging over the entire forest!"

"I don't care if there's Beezlebub himself dancing a jig over there!! Git in that mansion NOW!!"

"Right away chief. Mission objectives have been met. All remaining team members are secured inside the mansion. Looks deserted. Hey, what IS this place...?"



SURVIVAL MANUAL FILE 2 - **CHRIS REDFIELD**

THE FINEST POLICE SHARPSHOOTER IN RACCOON CITY!

MY BERETTA ACTION IS LEGENDARY! I'M SO GOSHDARNED ACCURATE I CAN FIRE ROUND CORNERS!

Chris enjoys the simple things in life; like shooting and sippin' a beverage or two down at Mad Ol' Father Neish's drinking emporium. Chris is the son of a woodcutter, and was brought up in the wilderness near to Raccoon forest itself, spending his childhood skipping through the trees, playing with small furry squirrels and avoiding the satanic gloom of the mysterious and imposing mansion he had once encountered on a boyhood expedition. Once he finished his schooling, he joined the Raccoon County Police force as a trooper (along with his good friend, Barry Burton), and proceeded to work his way up the ranks thanks to a mixture of hard work and arrests. Ol' Father Neish remarked one day that Chris had an aim that could "shoot a critter's head clean off from twenty staggers", and upon this glowing recommendation, Chief Hambleton promoted Chris to the firearms division.

Once separated from his fellow STAR members, Chris handles himself rather well considering his predicament. To start with, his years of hunting (both animals and criminal suspects) has paid dividends, as he can fire with greater accuracy than Jill, has a wider aiming arch (meaning that his shots hit with force even when slightly off target), and the denizens of the dark tend to fall over after less bullets have entered their frothing bloated skin. Be careful not to plant too many holes into an incoming enemy, as

Chris needs all the bullets he can find. The time Chris has spent brawling in various drinking establishments of the Raccoon Valley has also helped his stamina, as he can

STARS **RACCOON POLICE** OPERATIVE FILES

There are two STARS team members available for this mission. They have been specially hand-picked by Chief Hambleton for their previous combat experience and abilities when faced with overwhelming odds. Although never in the same league as the Chief, this duo are more than a match for any undead or mutated foe that cares to wander into the range of their weaponry. There is a choice of two combat operatives; Chris Redfield and Jill Valentine, and unlike other operations, your decision to pick one of these two reflects the way the game progresses. Jill has an easier time of it with help from the team leader and less enemies to dispatch, whilst the real fear lurks for those brave enough to start the quest with Chris Redfield. Either way, prepare for the fright of your life...

Chief's message: "Welcome to the new nightmare, people! I've personally vouched for your competence and I know I can count on you guys, so I don't want no failures here! I want Bravo team located and evacuated with the maximum bloodletting possible! Remember yer fancy shootin'!"

withstand a great deal more mauling, so remember that Mr Redfield's combat jacket and swarthy chest can take four or five chomps before the creeping paralysis (and blood loss) takes over.

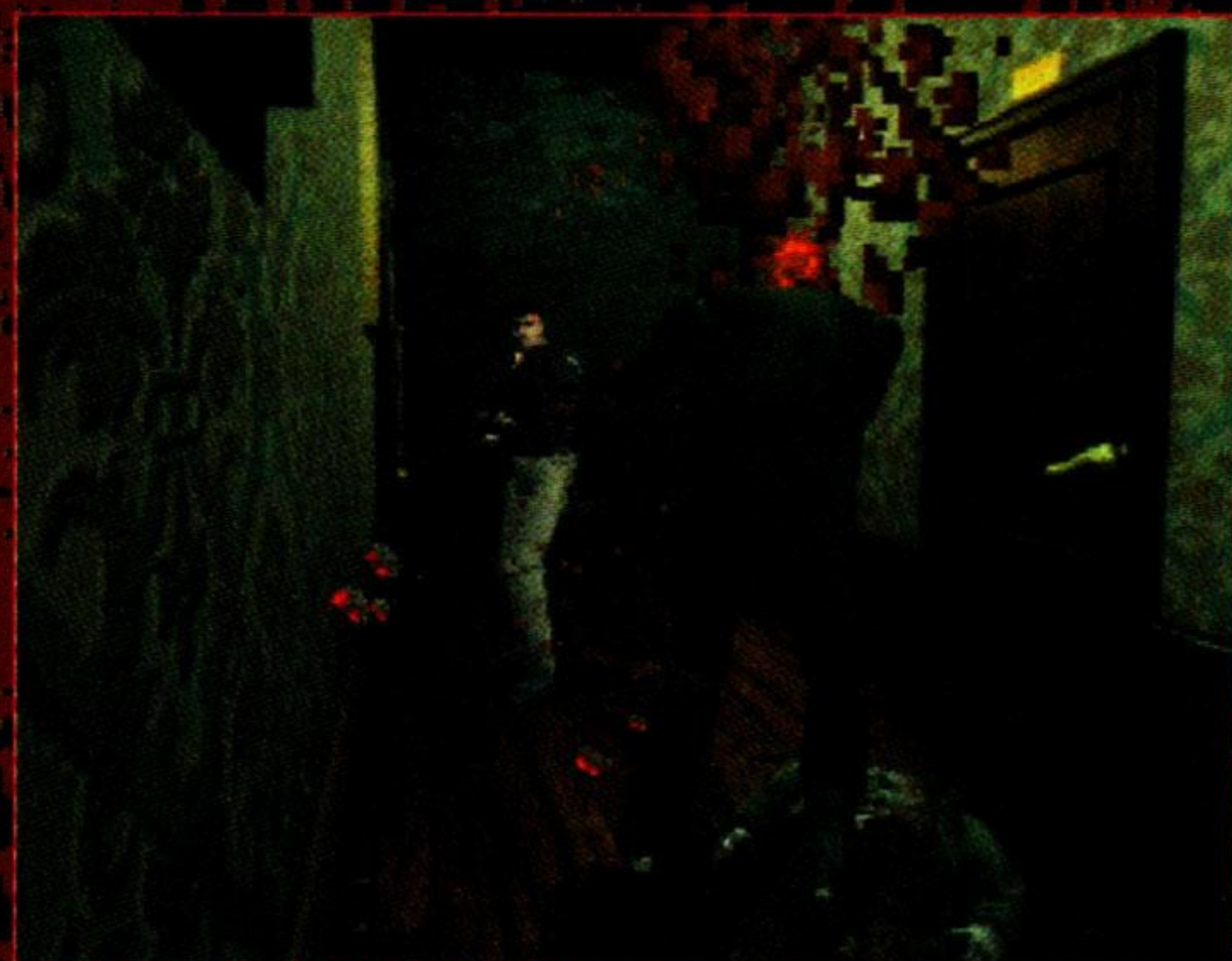
Chris must also overcome a couple of major problems in order to progress with his mansion exploration. He's not a bright chap (he can't play the piano for example), and needs assistance from a waif-like team member who appears later into the proceedings. Chris also forgot his army backpack in the struggle to escape the hideous baying beastlings in the drop zone, and his combat slacks hold only six spaces for useful items. Therefore, it is wise to find an old trunk to deposit objects into before you find yourself unable to carry a particularly natty piece of kit. Chris also isn't too proficient at opening locks, and has to rely instead on finding small gleaming silver keys. Try not to pick them up immediately; a better plan is to memorise exactly where they've been spotted.

However, when all is said and done, Chris Redfield is a good meaty chap with great resilience and an instinct that allows him to take risks fully aware of the consequences. His weapon specialisation makes him great in the zombie culling stakes, and his tough guy image is only slightly soiled when he bumps into Rebecca Chambers, lone survivor of the Bravo team. With her help, he may just triumph over the hideous evil that lurks in Raccoon Mansion...



CHRIS REDFIELD PERSONAL DATA

OPERATIVE NUMBER 0738
AGE 28
HEIGHT 175 CM
WEIGHT 74 KG
BLOOD TYPE AB
PASTIME COLLECTING AND POLISHING FIREARMS
ENJOYS HUNTING SMALL WOODLAND CREATURES, PLAYING CHESS



WANT A TOUGH GAME? THEN CHOOSE CHRIS REDFIELD!

LIMITED CARRYING CAPACITY AND INCREASED DECEASED OPPOSITION MAKE REDFIELD THE FIRST CHOICE FOR THE ELITE MAXIMUM READER!

THE CREEPING GLOOM OF THE *DECAYING MANSION* HOLDS A NUMBER OF SECRETS FOR YOU TO DISCOVER! HAS YOUR *STARS OPERATIVE* FOUND THEM ALL?



Once your initial briefing and chat from Barry Burton is out of the way, your chosen STARS team member may investigate Raccoon mansion by whatever route they desire, but it should be pointed out that the following route is not only the quickest, but allows your character the chance to conserve ammunition and health by only entering the areas you need to. Also remember to choose Chris over Jill every time as his adventure is a lot more taxing, and the Redfield mission encounter should tax you to your limits. Our guide to the mansion and beyond is based on the exploits of Chris, but where Jill's scenario changes, we have added the extra information. Remember, time is ticking away and the fate of Bravo team rests in your hands! Step this way and behold the horrific secrets that Raccoon valley has hidden beneath the forest's misty canopy...

Chris strolls into the main hallway armed with nothing but a bowie knife and a smile of knowing glee. "Reports of undead activity, eh? Time for a spot of knife-wielding zombie carnage!" After giving the dining room a particularly attentive stare (noting the grandfather clock and gold shield above the fireplace), you should exit via the door to the right hand side, appearing in a gloomy-looking corridor. Jill's dining room inspection is slightly more coaxing, with Barry on hand to offer advice, and an extra pool of blood to view. This draws you to the fireplace, and the real item of interest in the room; the gold emblem. Remember not to pick it up yet! Meanwhile, Chris should head down towards the end of the corridor with two doors, and you'll find both of them locked... for now. Venture back to the other end of the corridor and you'll find yourself face to face with your first ever undead adversary. Time for a spot of zombie action.



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"HEY! STOP CHOMPING ON MY TEAM-MATE AND FACE SOME KNIFING!"
CHRIS CREEPS SILENTLY ALONG A CORRIDOR BEFORE STUMBLING INTO THE FIRST OF THE MANSION'S HIDEOUS DENIZENS!

WEAPONS DETAIL #1 COMBAT KNIFE

The standard-issue Raccoon Police Bowie Knife is ideal for gutting and skinning a beaver or two, but doesn't really cut the mustard when used to remove a zombie's still-beating heart. Plunging your knife into a former human produces a similar effect to the beretta, and indeed the number of hacks needed to take down a zombie is similar to that of the pistol, but the hits are slow and the danger is immense. As with all the weapons in Resident Evil, the Bowie Knife may be aimed low (thus shredding an advancing zombie's legs), into the midriff (resulting in a shower of decaying skin and blood) or at the throat (for more blood showers). The best tactic is to slash once or twice and then back off, as zombies have an annoying habit of spitting green acid into your face at inopportune moments, as well as lunging for your neck when they venture too close.

The zombie is found feasting on the remains of a downed STARS member. He clamps his rotting jaws around the remnants of the STARS member's throat and chomps down. A pool of blood runs out from behind this horror, and Chris is shocked to find Kenneth's decaying head rolling into view. Looking up from his meal, the zombie finishes and looks around, before standing up and lumbering forward. Time to get up close and personal for the first time. Lunge at him couple of times and then run away quickly before repeating the process. After your zombie falls over for the final time, go back to the headless Kenneth and loot his corpse for clips. "Thanks Kenneth, you've been a great help." Now jog back to the main hallway in search of finer weaponry.

Once Jill has slashed the zombie into ribbons, she returns to the hall for a spot of chat from good old Barry Burton. The shocked Jill shrieks in terror as Barry plants a number of high-ex bullets into an approaching zombie's skull, watching as the cabbage explosion sound effects ring out. They then wander into the main hallway in a similar manner to Chris (but picking up lockpicks instead of the beretta).

Once back in the main hall, Chris finds himself completely on his own, save for a typewriter and a gleaming silver pistol. Trotting over to the typewriter, Chris remarks one what a great way this is to save a game. Before Chris can use the typewriter he must first find the ink ribbon, located next to the typewriter. Each ribbon only has sufficient length to allow Chris to save the game three times don't waste any so early on in the adventure. He decides to return later, but in the mean time, that silver pistol looks rather inviting. Chris looks round rather



HELP FROM BARRY

Pictures opposite. Whilst Chris must go it alone for the early stages of the game his partner Jill is aided by the STARS veteran Barry Burton. The bearded one pops up regularly to provide advice and firepower.



ALL OVER THE SHOP

Pictures 1a to 1d above. The first encounter with the mansion undead! Chris only has a knife at this point so you can choose to run away if things get bloody. If you're tough then stick around and get stabbing!

Picture opposite. Chris enters the main hall to find no sign of Jill and Wesker! Where have they gone?



"MY GOHD! A TURQUOISE STATUE! HEY, WHAT'S THAT RESTING ON THAT JAR? TIME FOR SOME METAL STEP SHOVING!"

CHRIS UNCOVERS A VITAL PIECE OF PARCHMENT THAT ENABLES AN EASIER PROGRESS THROUGH THE DISTURBING GLOOM! UNRAVEL THAT MAP!

shiftily before snatching the beretta and examining it with glee. With joyful excitement, Chris can now combine his clips together and arm himself with something approaching a weapon.

"Right, where to next?" Looking around, Chris spots the main doors, and hastily decides that now would be a great time to exit. Unfortunately, barring his path is a rabid and decaying hound of hell which almost takes his arm off in a frenzy of teeth. Perhaps it isn't wise to venture outside at all, and instead our STARS hero decides to wander over to the blue double doors to the right of the main staircase.

Through these double doors is a small antechamber with two exits on the far wall and a large statue of a woman drawing water. Look closely at the figure, and you will see a small parchment nestling in the basket that the statue is carrying. "Aha, a clue to my current predicament" thinks Chris, and promptly sets about moving two items of furniture about the chamber, positioning the steps just behind the statue and clambering upwards to within reach of the parchment. Once grabbed, this turns out to be a plan of the mansion, and allows you to view the whole of the buildings, colouring in rooms with a bright green tinge as you visit them.

Once the parchment has been gathered, shift the wooden crate against the left hand wall and enter the room ordained with the crimson curtain (the door to the right is locked, requiring a mansion key). Once you've rounded the corner, your combat operative comes face to face with a prone and seemingly lifeless zombie, with a shelf of interesting knickknacks resting on the far wall. Of course, this zombie isn't quite dead, as you'll find out

COLLECT THE 1ST FLOOR MAP AND DISCOVER NEW LOCATIONS TO EXPLORE!

when he clamps his decaying incisors around your foot. Chris doesn't stand for any of this, and after a brief struggle, he stomps down hard and squishes it into the ground in an explosion of brains and skull pieces (Jill dispatches her undead with similar aplomb, electing instead to boot the zombie's head off with a hefty kick). Once the zombie yields, the the storage room may be pillaged and an ink ribbon taken for use with the typewriter. Those feeling more adventurous may elect to save their ink ribbons, and creep up the flight of stairs from the main hallway. What evil lurks on the second floor of the mansion?

Chris spends a little time checking the other door in the main hallway (and finds it locked), and after deciding whether or not to save his position, he climbs the thickly carpeted stairs to the second floor (note that in both the versions we played, there is no ground floor; it is labelled instead as floor one).

WEAPONS DETAIL #2 BERETTA PISTOL

The standard piece of ordinance for all STARS officers is the trusty beretta, which has had an excellent service record since it was introduced. The Chief himself prides his own personal beretta (known as 'Stan'), and all the STAR team members have at least one at their disposal. In a combat situation, a surrounded trooper can fire off bullets at a relative quick pace, but at least six or seven carefully aimed shots are required in order to down an advancing zombie. It doesn't really matter whether you aim high, mid-level or low, as long as you keep pumping away with vigour. With two advancing zombies, plant four or five shots into one until it falls, and then turn and repeat the process for the other one. Then aim low to resurrect the downed zombie for another round of frenzied gunfire. Providing you aim correctly and don't panic, your chosen STARS member should have no trouble in planting bullets into anything that moves, but remember not to go over-the-top in your gun combat (the main reason why Chief Hambleton isn't accompanying you on this expedition) as you'll need to collect and conserve your bullet supply.

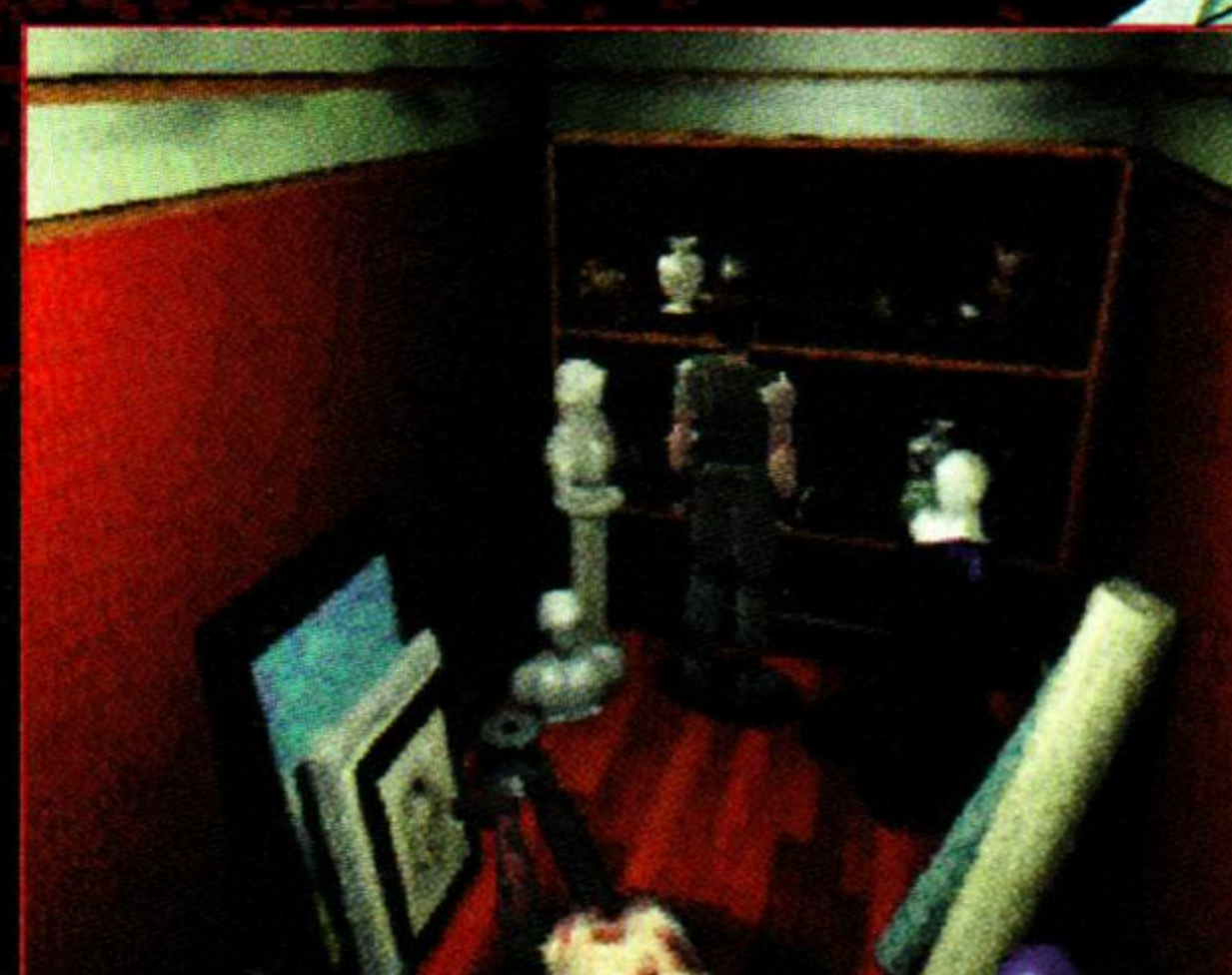
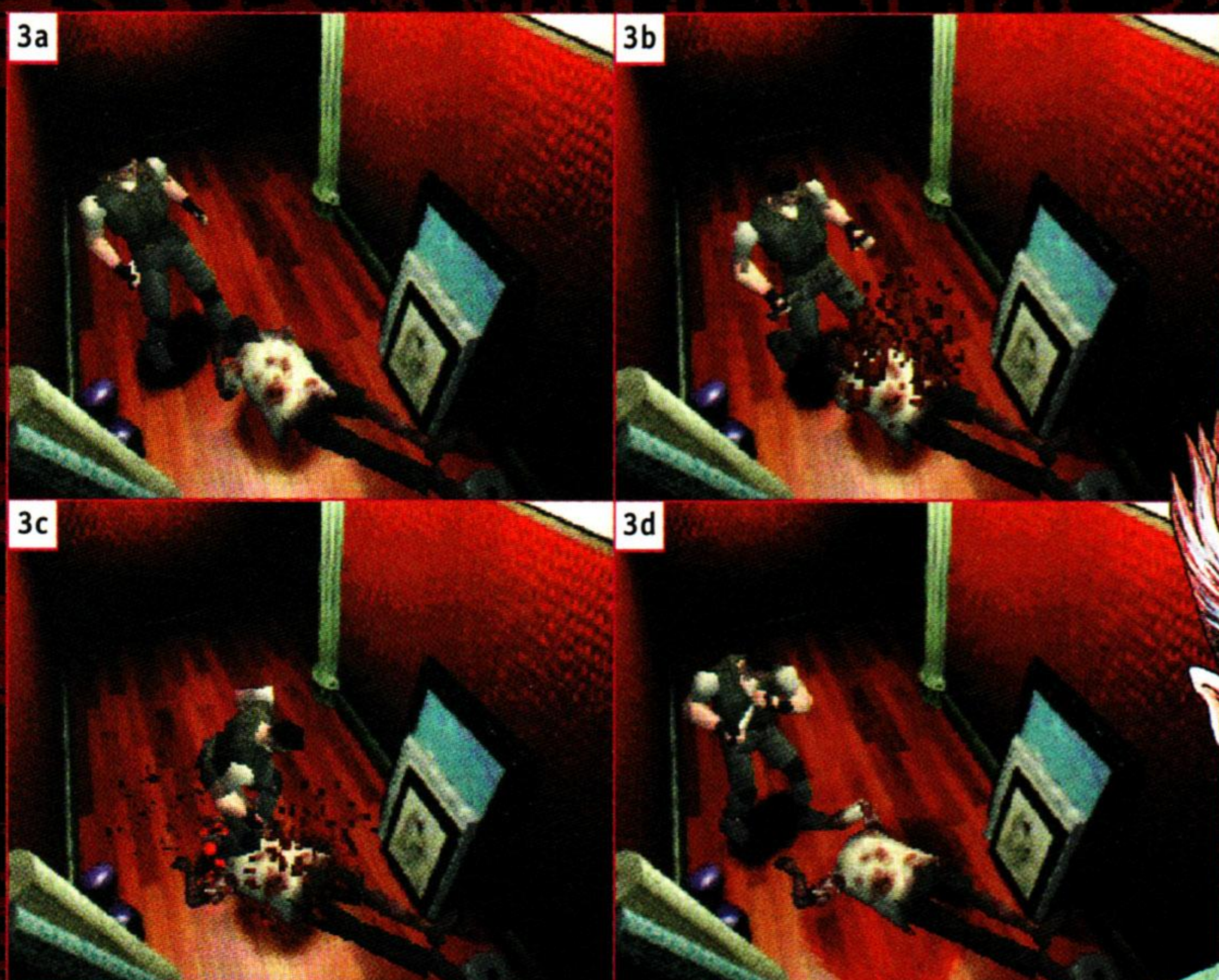
ON THE 'EAD SON!

Pictures 3a to 3d above. The splatter effects are most excellent when the zombies explode. Crushing a head or blasting it apart at close range sends showers of red flesh through the air. This happens quite quickly in the game but luckily we were able to slow the action down to catch the moment in all its gory!



WHERE ARE YOU?

Pictures 2a to 2d left. Careful positioning of the metal stepladder and Chris is able to reach the map of the 1st floor. The green areas represent rooms you have already entered. The red area shows your present location.



TIME TO GO UP THE STAIRS AND FACE CERTAIN DEATH! WHAT HIDEOUS HORRORS OF THE NIGHT LIE IN WAIT TO TEAR YOUR FACE OFF?!

Once you've clambered up the first flight of stairs, turn right and continue, and this is where Chris encounters two doors, one of which is locked. Entering the unlocked door, Chris is rather excited to find a small glinting object on a shelf in the narrow corridor (Jill, however, doesn't find or need this). This is one of the many small keys that litter Chris' path through the mansion, and is the 'key' to opening all the small locked drawers throughout the mansion and beyond. Remember that these keys fill up a slot in your inventory (so don't pick up too many), and once they're been used once, they are lost forever. Chris pockets the key (or leaves it, depending on variety of your item collection) and continues forward, pausing momentarily to stoop and examine some blood. Then he creeps around the door...

Chris appears on an open balcony. Before viewing the sheer horror of the situation, Chris takes time out to listen attentively to inhuman howls in the distance. "What horrific creatures spawned such utterances?" cries Chris, before examining the chamber in more detail. "Oh my gohnd.. that looks like Forrest!", and sure enough, slumped in the corner with his entrails on show is the Chief's adopted son, looking well and truly deceased. From the masses of dents and rips

"WHAT'S THAT DISGUSTING SMELL? MY GOHND! FORREST!! HE'S BEEN GNAWED BY MUTANT CROWS! WHERE'S ME KNIFE?!"
CHRIS INSPECTED THE BODY OF A FALLEN TEAM MEMBER BEFORE RETREATING!

that pock-mark his skin, you guess that Forrest must have met death at the hands of a bird. Picking up the clip lying next to the body, Chris decides to exit, as he can hear the ominous flapping of wings. "W-what the..?" he cries, but has no time to react as a trio of angry crows descend kamakazi-style from the skies for more tasty flesh. Chris has the option to stand and fight, but the Chief wouldn't recommend it as three crows are very difficult to take down without being ripped to death (or unless you're playing as Jill, as she encounters no crows; only Barry and a rocket launcher). A better plan of action is to vacate the scene, and return immediately should you wish to execute the foul birds. Instead of buzzing around your head, these three crows simply perch on the balcony fence, waiting your movement. From here, produce your knife and skewer them with vigour, as they have no reaction to your character's flailings.

After a swift chat with the Chief (where Chris 'forgets' to mention the horrific death of Forrest), Chris laces up his steel toe-capped army boots and takes to the carpet once more. Checking his combat pantaloons for signs of spillage, he trots nimbly to the other door on the right hand side of the landing, and wrestles with the handle. After a brief struggle, the door opens and Chris steps into a dark and gloomy hallway, resplendent in the colours of decay; with a rotting red carpet and decaying wallpaper, whilst ornate lamps illuminate the area with an unhealthy glow. "Hey, what's that shuffling sound?" remarks Chris and tights his trousers in fear. "Rooooaayyk!!!" replies a newly converted member to the mansion of doom, and another undead confrontation begins! Use the **MAXIMUM** patented

zombie avoiding technique, or simply gun away, and continue down the corridor without bothering to try the doors (as both require a particular man-

ZOMBIE ATTACK CHART

NECK BITE	★★★★
JUICE VOMIT	★★
ANKLE BITE	★★

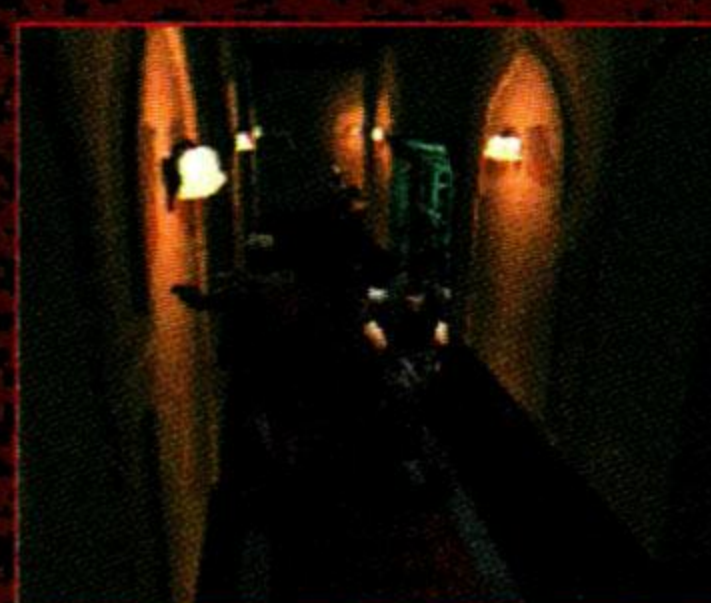
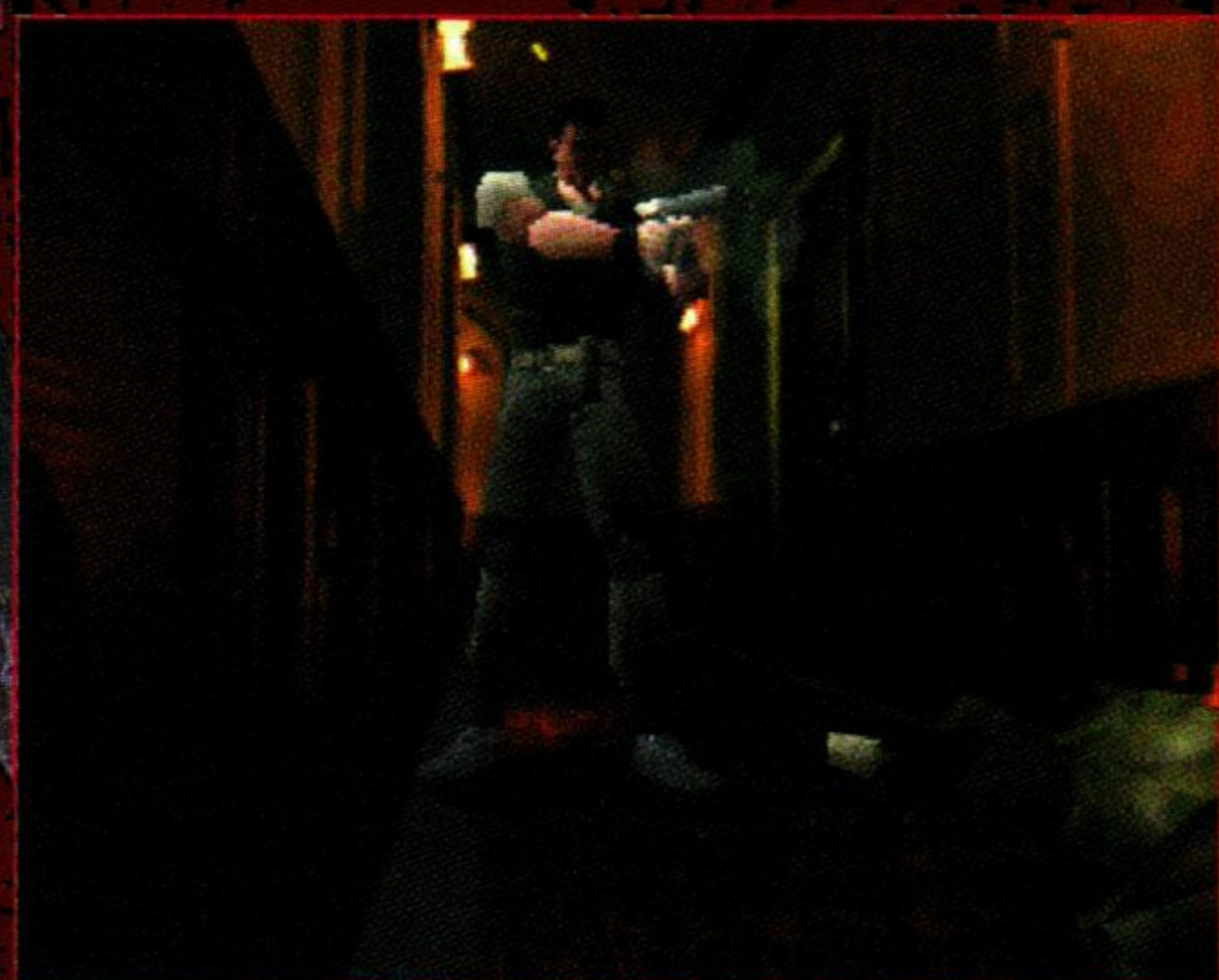
RISK LEVEL ★★

WEAPON CHART

BOWIE KNIFE	5-7 STABS
BERETTA	4-6 SHOTS
SHOT GUN	1-2 SHOTS
COLT PYTHON	1-2 SHOTS
GRENADE LAUNCHER	1 SHOT

KILL YOU LIKE A STINKIN' PEEG!!

Pictures opposite. MAXIMUM doesn't recommend wasting so much precious ammo at this point as both zombies are easily avoided. Return to this corridor when you have the shotgun and take them out with a brain blast!



ENTITY ENCOUNTER PROFILE #1 **ZOMBIE** (TYPES I, II, III, IV)

Throughout your initial mansion exploration, you encounter numbers of the walking dead, devoid of thought and with one programmed purpose; to feast on the remains of humans in order to swell the ranks of the undead. These zombies come in three four types; those with bald heads and green jackets (type I), those with white laboratory coats (type II), type I and II zombies lying prone on the ground (type III) and naked shrivelled monstrosities encountered further into the game (type IV). All take the same approach to combat; they shuffle slowly with their arms outstretched, and desperately grope with their rotting limbs.

Countering a zombie depends on the area you encounter them and the number present, but a good tactic to use is to coax a zombie forward by edging towards them slightly. As they stroll forward, they usually have a little trouble with their rotting vision, and turn to the left to closely inspect a wall. This is your opportunity to dash forward, running behind the confused corpse, and then continue your journey without engaging in combat. This counter is recommended as trying to cull the mansion's entire stock of wandering zombies ends up with your STARS operative low on bullets when the more ferocious beasts are encountered. If you must plant lead into your rotting human chum, fire a blast of four shots until the zombie falls over. Whilst the first zombie lies twitching on the ground, take down any other zombie that may be in the vicinity, and then turn your attention to the first downed corpse. Check to see whether the zombie has been ruptured (and therefore is lying in a pool of blood); as zombies have an annoying habit of 'playing dead'. This is easily recognisable as the zombie will be prone but without the pool of blood, and a bullet soon raises him back up for more punishment.

Chief Hambleton's message: "I do recall that time a cotton-pickin' zombie entered my kitchen abode. Now I ain't a violent man, but the sight of that leprous flesh made me see red and I reached for me shotgun with one thought in me head. 'Now that critter ain't getting the better of Gunner Hambleton' I said to meself and I waited behind the meat freezer. It rounded the joints of pickled ham and headed straight for me, but I was ready for the varmint and I planted both barrels under his chin and pulled the trigger. 'Whoa!' I said to meself as I watched that zombie's head sailing into the pantry; 'them heads blow apart quicker than a twister through a beaver's pit!' So the moral of this story, troopers? Don't live next to a coven and plant a shotgun squarely in a zombie's chops. There'll be blood, ya hear me? Blood!!!"



sion key). Round the corner for more zombie bloodletting, and take the door at the far end of the last corridor section. "Aha, what interesting chamber have I uncovered now...?"

This drawing room holds the first in a series of clues in book form, and these help your STARS character immensely, providing clues on how to access some of the more fiendishly designed puzzles. The book located here is the writings of the late gardener, who had been cultivating a variety of herbs in various damp locations

around the mansion and beyond. Until his gradual and untimely death, this part time scientist had grown three strains of the herb; a green, blue and red variety, and had just started to pick and mix these herbs after discovering their remarkable healing properties. Although the book only hints at it, mixing different strains produce different effects, and Chris is rather excited to learn of these healing factors. Once he has digested the contents, the Botany Book is stored for further reference.



HEADING TOWARDS THE **STOREROOM** AND **ZOMBIES ARE AROUND EVERY CORNER!** "AIEEEEE!!!"

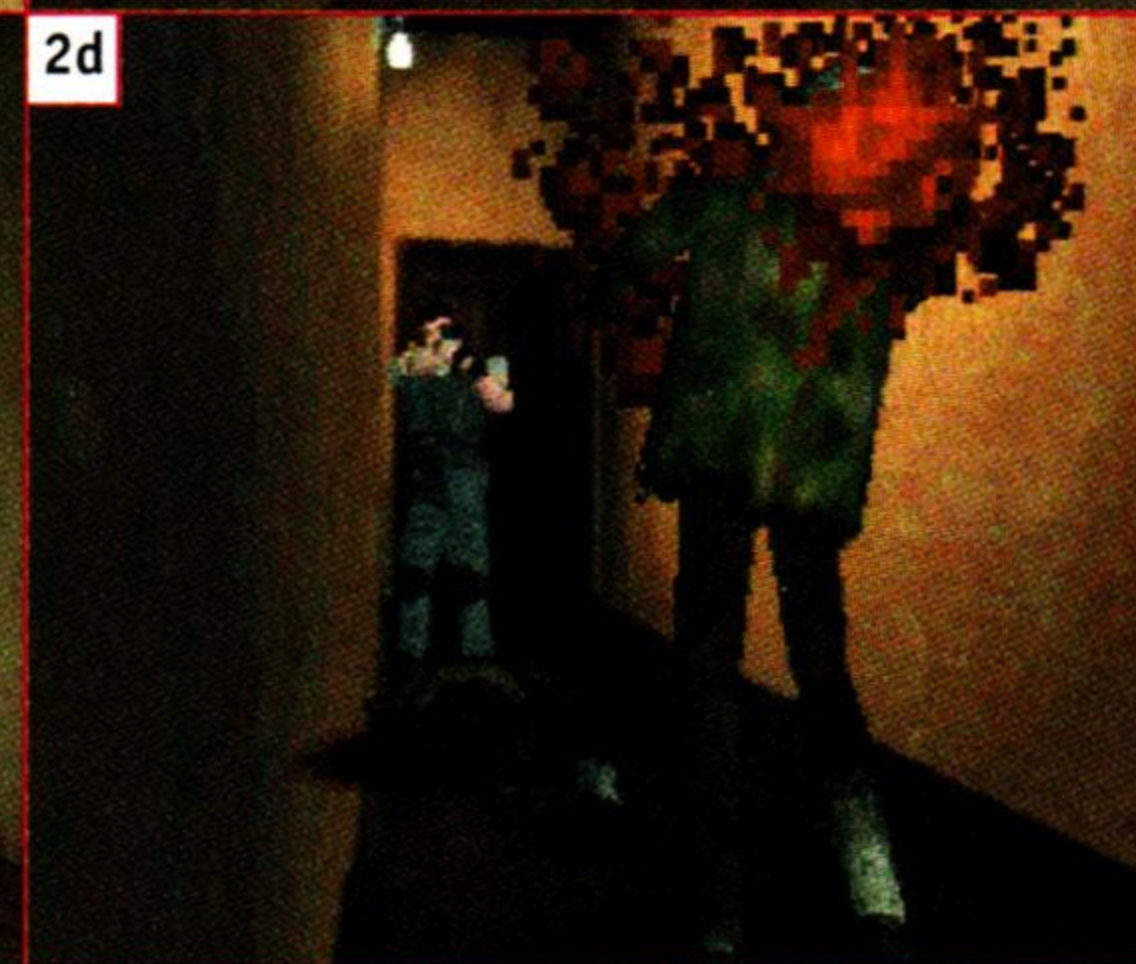
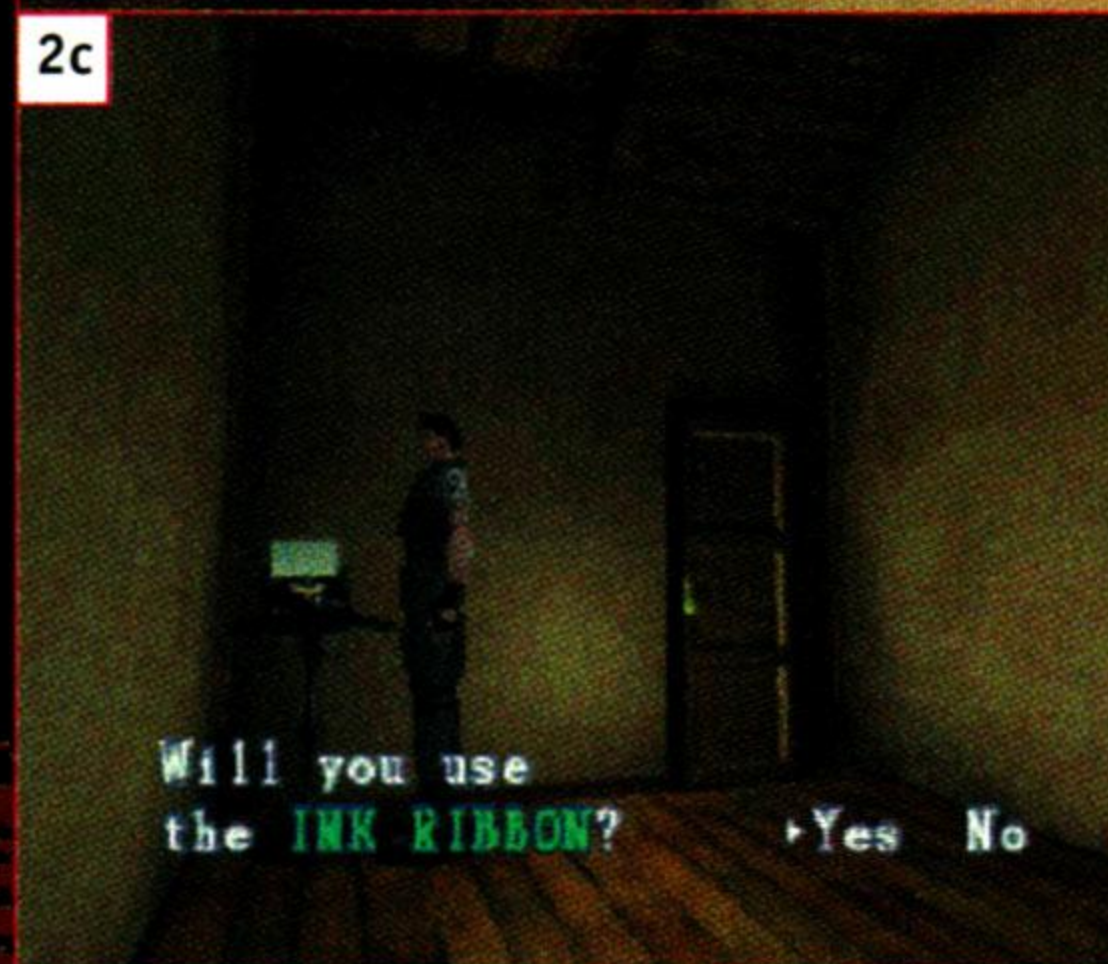
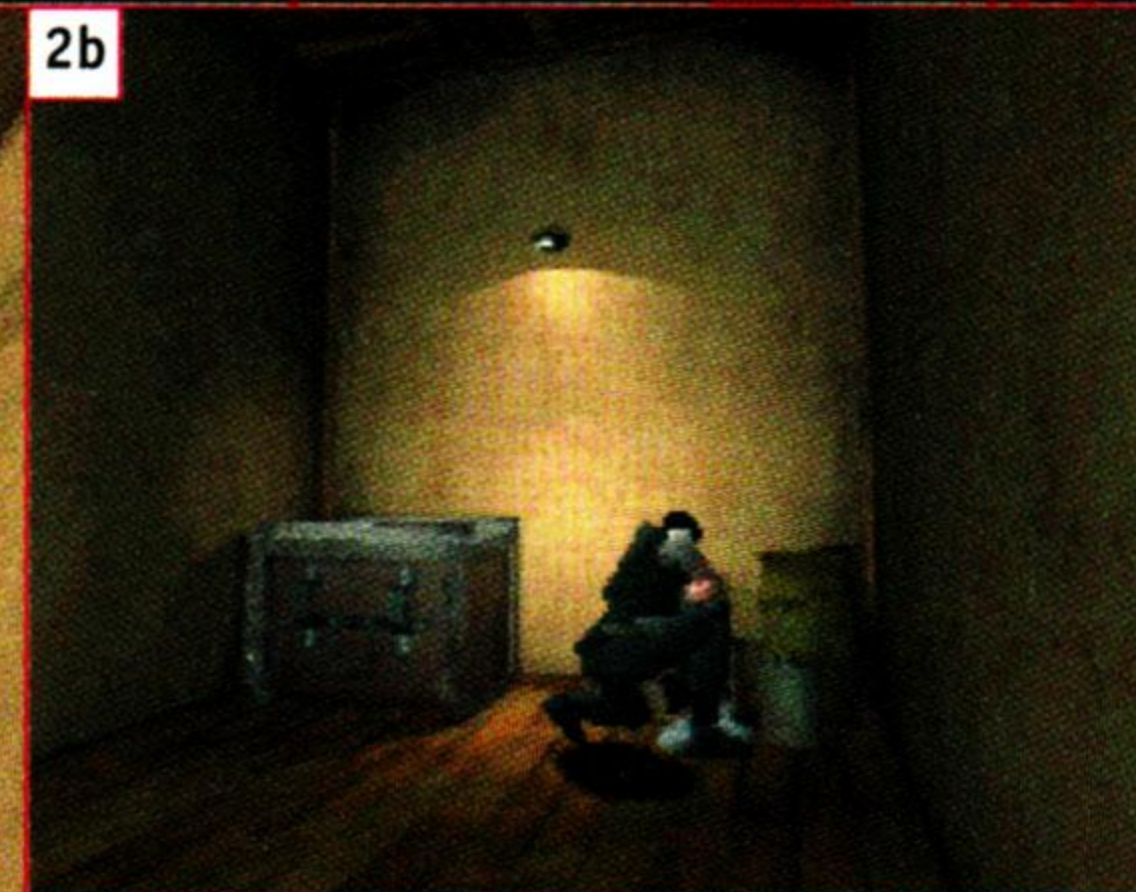
Time is pressing; there's still the chance that the rest of the Bravo team are holed up somewhere, so exit the room by the other door. You'll appear on another landing, this one decorated in an attractive creamy-orange hue. Immediately outside the door are two green zombies in need of a forced exorcism, so dispatch them with unbridled glee with the special take-down technique you learned from Chief Hambleton, before rounding the corner and descending the wooden stairs. Once at the bottom of the stairs, get ready for a big surprise, as another zombie strolls into view



(this view being from above), and needs to be taught that it's simply not on to return from the dead. After this, check the herb and walk to the door in the stairwell.

Finally, Chris can rest easy (for the moment), as this small storage room holds both a typewriter and an amazing pan-dimensional chest. This may be opened and peered into, and a shocked Chris discovered a couple of extra ammo clips as well as another important feature: All the identical chests throughout the game have the ability to hold all the items you wish to discard or cannot carry, meaning that further into the game, a chest may be located (almost always near to a typewriter) and more items may be off-loaded or recovered. Once you've saved your position on the ornate (and strangely similar) typewriter, you should thoroughly search the room, as a good going over produces a bag of chemicals (labelled 'EARTH') which should be taken.

The bag of chemicals in your possession, Chris hauls himself up the creaking wooden stairs, where those two zombie were (or still are if Chris elected to dart around them). Once the area of hallway is secured, head for the door at the end of the small corridor (near to where one of the zombies stood), as this takes Chris into the gloom-filled red corridor with all the locked doors (incidentally, don't try the door near to the balcony overlooking the wooden stairwell, as the handle breaks off when you try to open it). Sneak back to the main balcony overlooking your starting position in the main hallway and ponder on your next decision. But don't wait too long, as



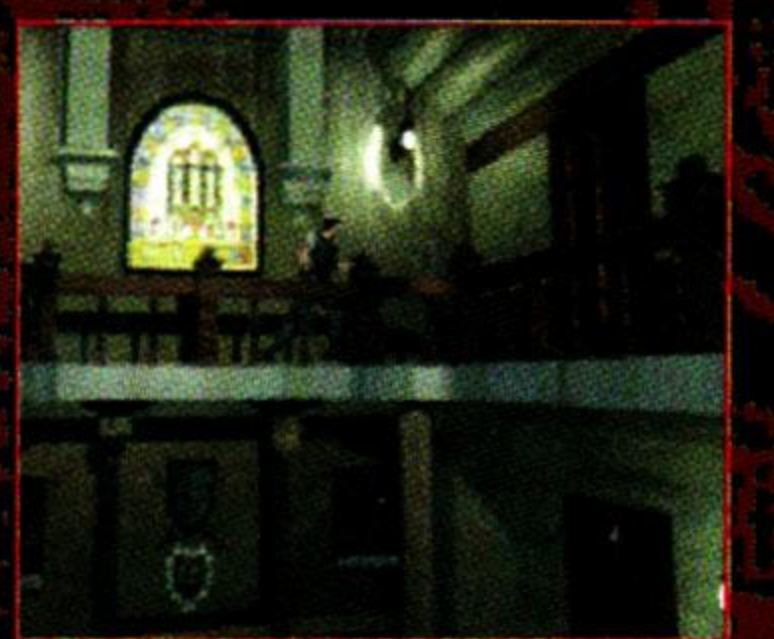
WHAT ON EARTH?

Pictures 2a to 2d left. The first item of importance is the bag of chemicals found in the 1st floor storeroom. The route to this area is heavily guarded by Thrangorian zombie troopers so stay alert!

"MY, WHAT DETAILED WOODEN CARVINGS ON THIS STAIRWELL! HEY, THOSE ARE CARVINGS, THAT'S DRIED BLOOD! AAARRGH!!! MORE ZOMBIES!!!"
CHRIS FINDS THE STAIRWELL AND HEADS FOR THAT ELUSIVE STOREROOM TO SAVE HIS PROGRESS AND INSPECT A CHEST!

those terrible rasping noises are getting closer. "Noooo, get them out of my head!!!"

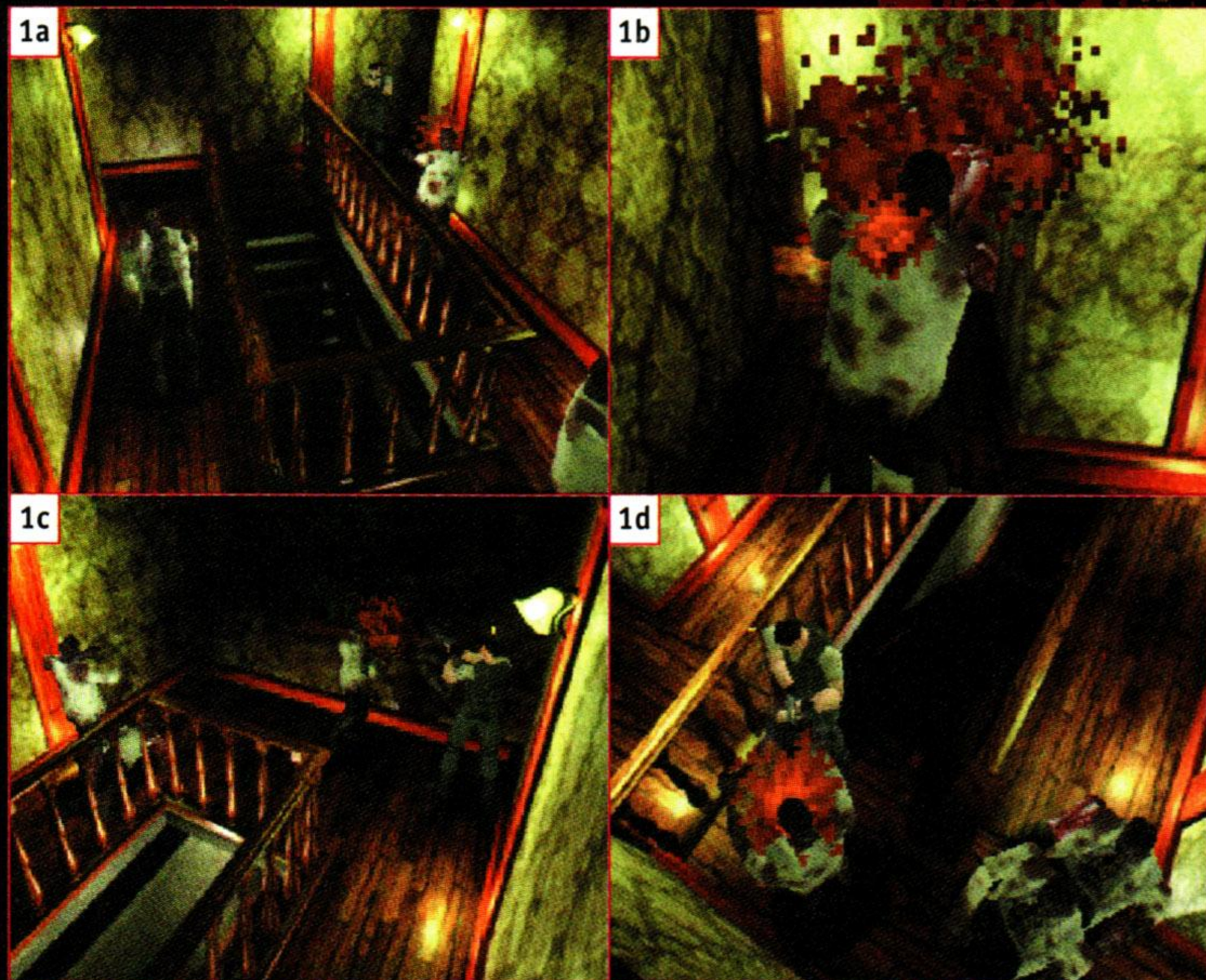
From the main upstairs landing, Chris reckons that a stout jog would be the order of the day, and heads for the main double doors to the left, past the stairs and onto the balcony above the dining area. "My gohd!! More zombies, and if I'm not mistaken, my 'STARS Handbook of the Undead' states they're the type II kind!" After a spot of zombie action, where you may elect to either dodge or gun them down where they shuffle, Chris spots an intricate stone statue holding a fantastic blue gem, and with a spot of hefty pushing this statue can be moved floors, landing with a satisfying crump on the dining room floor. "Gee, I hope Barry wasn't inadvertently hit by that plummeting statue" thinks Chris before exiting the balcony by the single door at the far end near to the stained glass window. The wood softly creaks under him as he opens the door slowly...



BATTLE ON THE BALCONY

Pictures left and above. More creatures to kill as Chris dashes across the balcony to the dining room. The statue holds a secret but how will Chris discover it?

EVERY CORNER REVEALS ANOTHER **ZOMBIE HORDE** BAYING FOR YOUR FLESH!
GUN THEM IN DOWN LIKE **STINKIN' PEEGS** AND DANCE A JIG ON THEIR CORPSES!

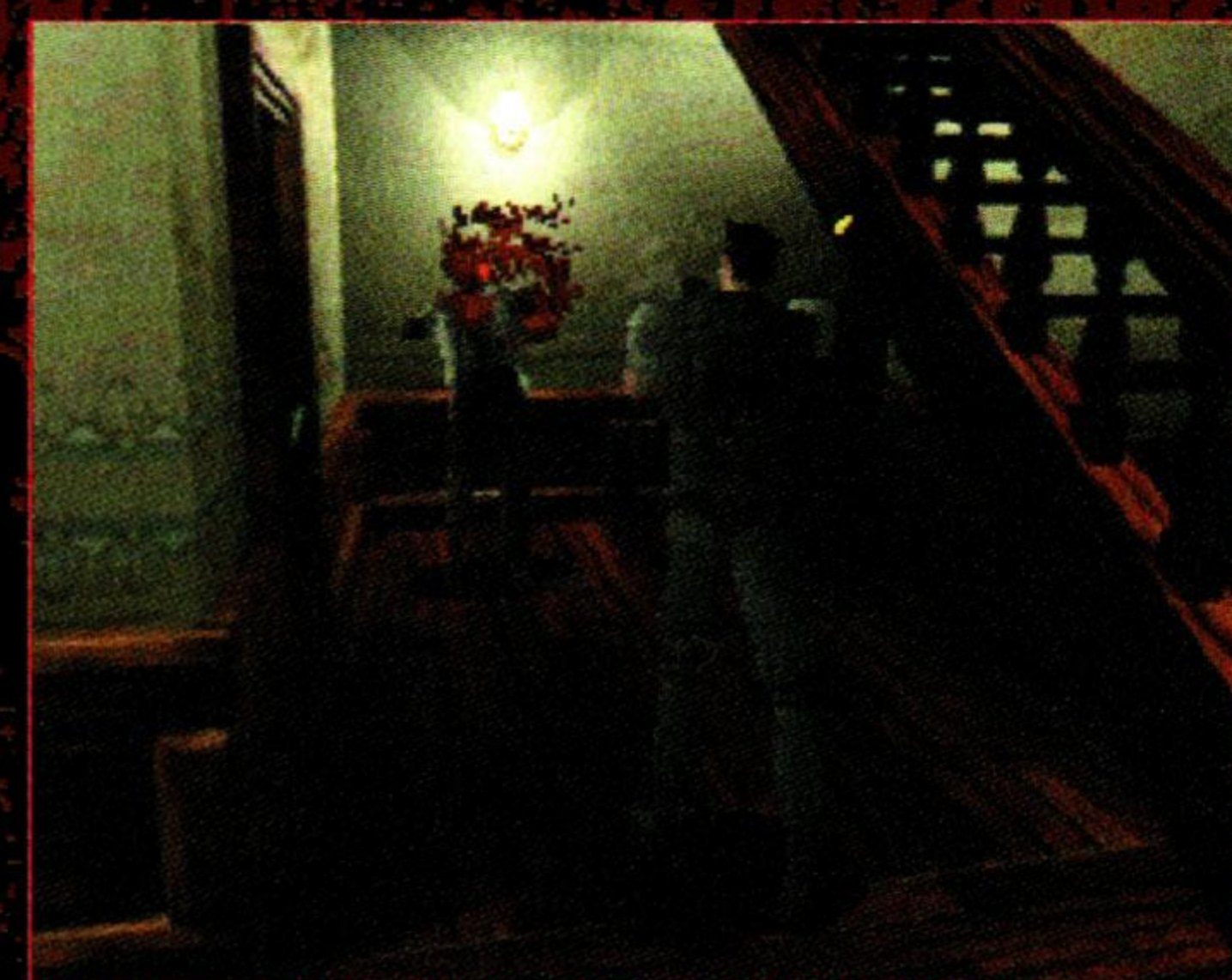


He steps forward and the old oak door closes behind him, and our STARS veteran finds himself in a claustrophobic landing with slime green wallpaper and damp coursing through the entire area. The flickering gas light creates an eerie feeling of dread, and this premonition of terror is well-founded, as Chris rounds the corner to find himself staring into the decaying faces of three lumbering type II zombies (Jill tackles only two). Now the fun really begins, as bouts of close combat scrapping can result in an acid bath or neck chomping frenzy for your hapless STARS member. Either stand and fight (with carefully aimed beretta shots), or soldier on in a ducking and diving manner. Once you've negotiated your way around, you'll find the rest of the hallway leads to passageway with a door on the left (locked), and a key pad encoded door. With nowhere else to go, try a stroll down the wooden steps into the ground floor gloom.

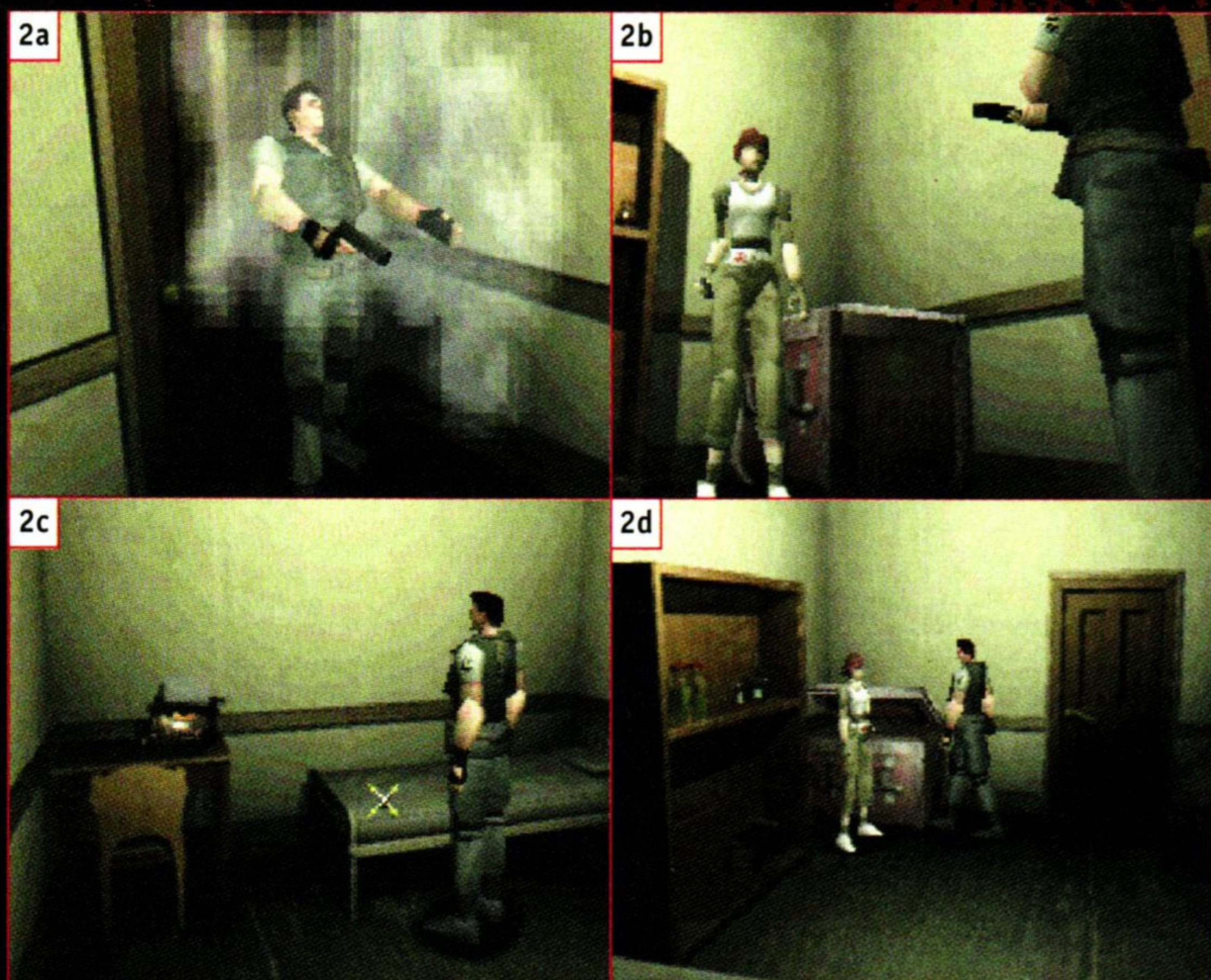
"My gohd, we're being over-run!" thinks Chris as he encounters another three zombies staggering around the wooden floors

of this gloomy corridor. Quickly sidestepping their feeble grabbing attempts, he heads for the wooden door with extreme haste.

"Aaargghh!! Vision impaired! I cannot see...!" Chris cries, slightly perturbed at the greeting he receives (a blast of 'de-tox' spray). "Good lord, there's one member of the Bravo team that's still alive!" The young and inexperienced Rebecca has holed herself up in this study



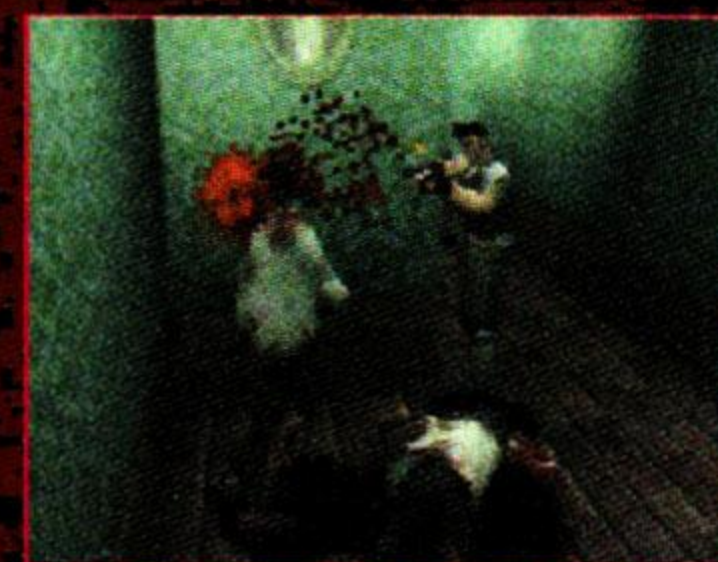
"WELL HELLO! A FANCY LADY AND NO MISTAKE! I'LL FORGIVE YOU FOR INADVERTENTLY GASSING ME! HEY, CAN YOU PLAY THE PIANO?"
CHRIS BATTLES THROUGH THE UNDEAD TO THE SAFETY OF REBECCA'S CHAMBER! HERE IS THE IDEAL SPOT TO SAVE YOUR GAME!



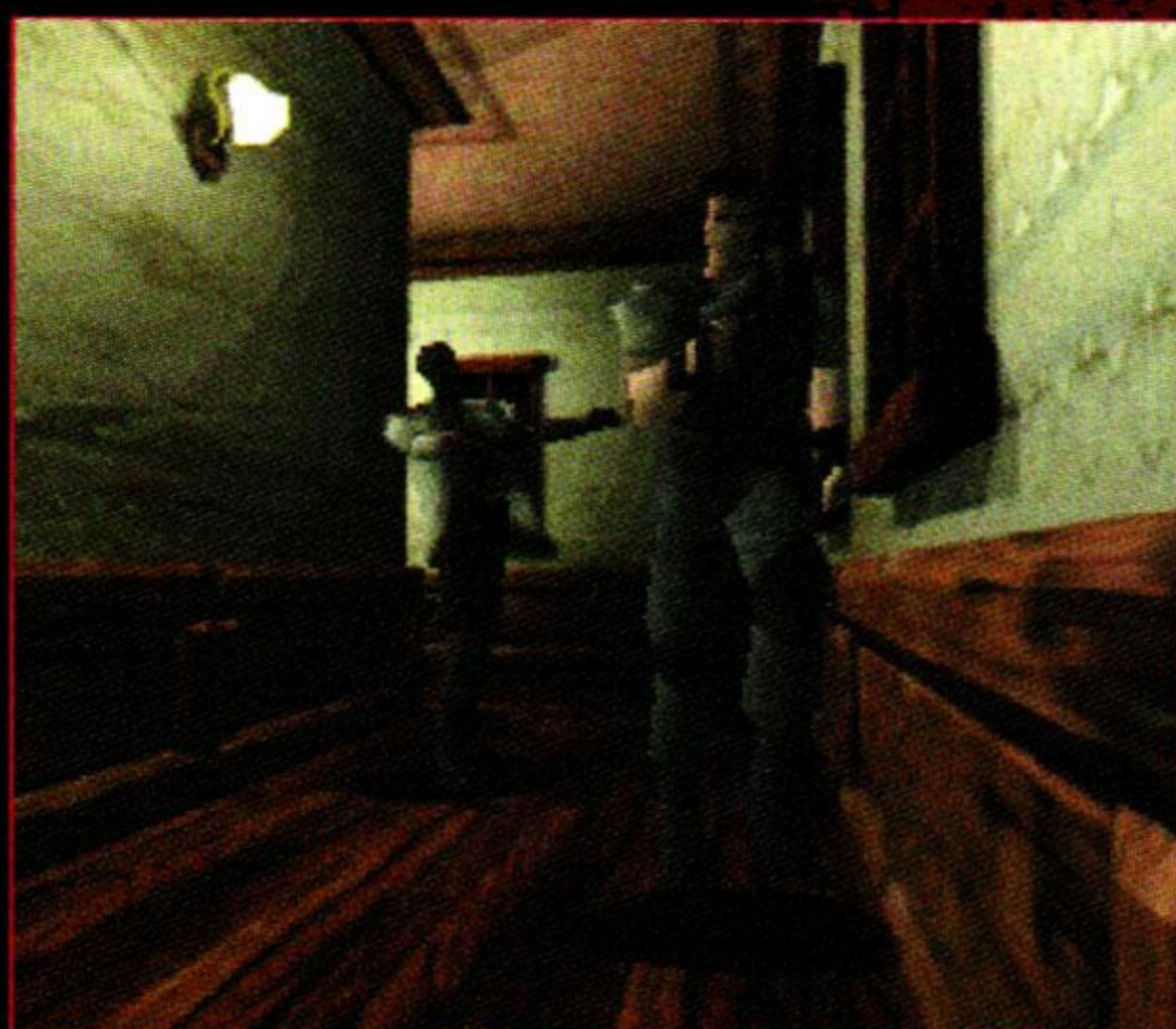
little box room, well away from the horrors that awaited the rest of her team. Resisting the temptation to call her 'newt', Chris has a length letter-boxed chat with her, before he can examine the room further (Jill encounters no one, unfortunately). A chance upon a sparkling object reveals the first mansion (golden sword) key which is duly pocketed, and your position can be saved from the room (with the pilfered ink ribbon). As Chris turns to exit, Rebecca turns to him and pleads that she accompanies him in the further explorations. This is an astoundingly excellent proposition, as despite her lack of weaponry. Miss Chambers becomes invaluable almost immediately. Playing as Jill, there's no sign of Rebecca ("My Gohd! Zombies must have... no, it doesn't bear thinking about!"), only the necessary items and the ability to save your position. Whilst Rebecca stays in her cubby-hole to mix some particularly unpleasant chemical poisons, brave Mr Redfield sorts out his valuables from the ingenious tardis chest, before waving goodbye to Rebecca (who smiles sweetly and blushes slightly) and skips out of the door.

Back in the gloomy passageway, Chris negotiates the three zombies (easy to run past as the corridor is a lot wider than in the green landing) before opening the door at the far end. Quietly creeping around this door, Chris is spotted by

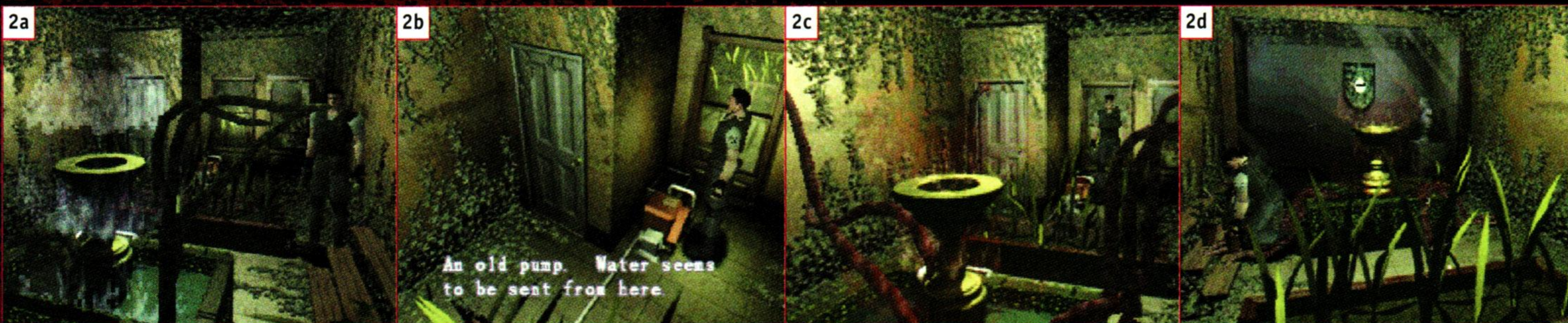
another trio of bloodthirsty and rotting foes, but this time in a turquoise blue corridor resplendent with dilapidated lighting and a suspiciously stained wooden floor. Chris decides to break into a sprint straight along the north wall of this corridor, running around the corner and through the door with the agility of a coiled cat. Tumbling into the next room marine style, Chris locks his pistol sights onto.. a fountain. "Hmmm, undead activity appears to be nil in this area." Chris states matter-of-factly as he surveys this derelict conservatory, before advanced towards this fountain, unaware of the stark and terrifying evil lurking for him. Stepping forward a little too close to the fountain



TO THE RESCUE
Pictures 2a to 2d above. Hiding in the bedroom is Rebecca Chambers, the newest recruit to Bravo team and the only team member left alive. Let her join you and she can assist Chris throughout the rest of the game. There are one or two surprises involving Rebecca but MAXIMUM are keeping quiet. For now...



FIND THE CONSERVATORY AND THE **HORRORS WITHIN!**
DISEASED KILLERS ARE EVERYWHERE! CAN CHRIS SURVIVE?



"GREAT SCOTT!! WHAT MUTATED TENDRILLED ENTITY HAVE I STUMBLER ACROSS? AND BULLETS DON'T EVEN DENT IT!"
MR REDFIELD UNLOADS HIS BAG OF EARTH INTO THE PLANT'S WATER SUPPLY, RESULTING IN A HORRIBLE CHEMICAL DEATH!



MUCH TOO MUCH

Picture above. The armour key is now secure but Chris might find his inventory full at this stage so several visits to the medical room (where you found Rebecca) might be in order to take advantage of the storage box.

results in the disturbance of a giant plant monster, complete with dozens of whipping tendrils. "Aaarghhh!! Ooof!" replies Chris, as he receives a lash to the chops. Backing off slightly, he aims a couple of pistol shots into the creature, but with no effect.

The trick here is to utilise your bag of chemicals on this creature in a very straightforward manner; by sabotaging the water supply whilst cackling with manic glee. After feeding the 'earth' into the fountain's water supply, the plant thrashes about wildly and then shrivels and dies, allowing Monsieur Redfield to mix two red and two green herbs before venturing around the back of the fountain to collect the silver (armour) mansion key. Now a steady jogathon is required; back to the main hallway in search of the next mansion key.

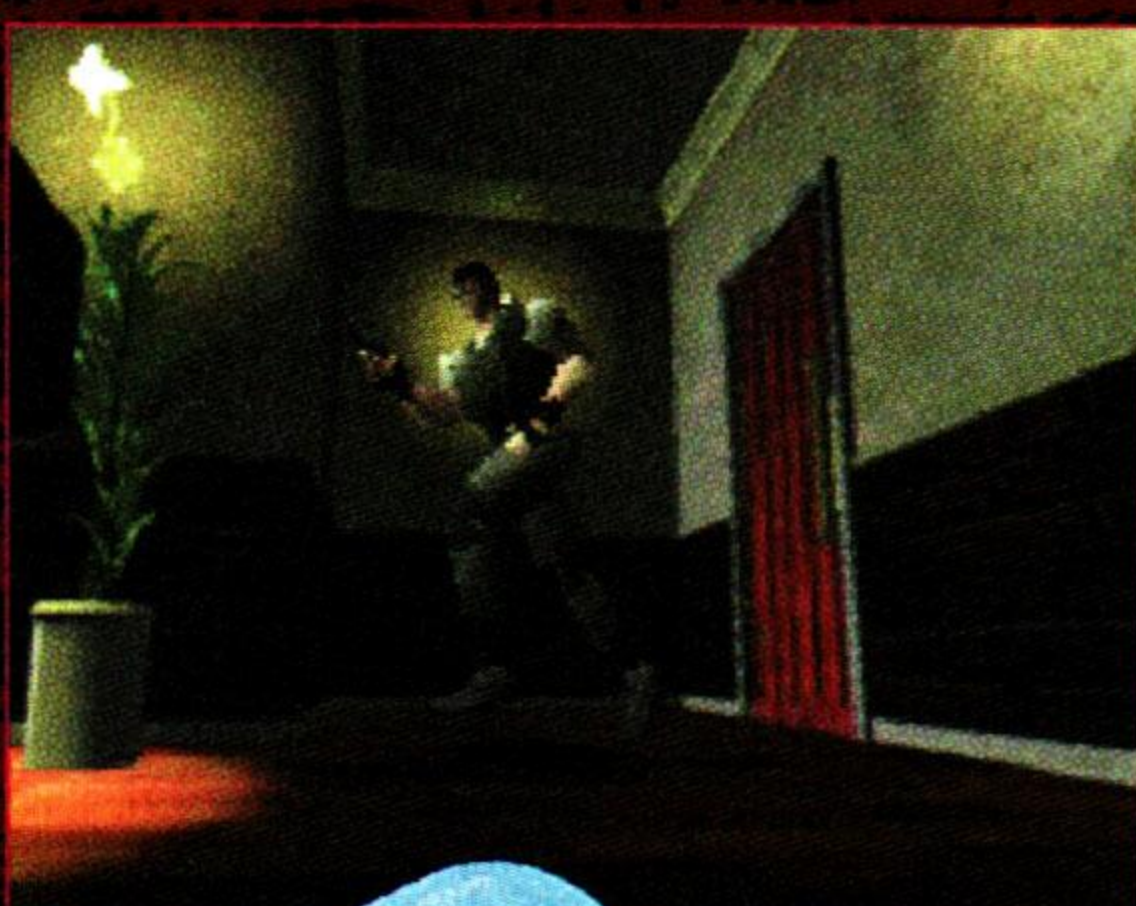
Once you've reached the hallway, venture forth into the corridor where you met the initial feasting zombie (and the decidedly out-of-action Kenneth), and walk down to the piano room (with the attractive red slatted door). Pausing to inspect the Steinway, Chris lumbers round to the right and observes a bookshelf. "Hmmm, what interesting item could be hidden behind here?" he ponders before retrieving some musical notes of extreme importance. Placing them on the piano, Chris suddenly remembers that his piano-playing skills have been sorely lacking since the great Raccoon Bay piano fire of '78 and plays a couple of keys hopefully. Cue Miss Rebecca Chambers, pianist extraordinaire who just happens to be passing and offers her piano-playing services without hesitation. Once she's tinkling the ivories however, Chris soon discovers that her interpretation is lacking a certain something, and sighs to himself; "oh how wonderful it would be to play the piano expertly like my team-mate Miss Valentine." Leaving her to learn the Moonlight Sonata, Chris wanders into the main hallway, convinced that he's missed something. An item maybe?



ENTITY ENCOUNTER PROFILE #2 PLANT MONSTER

One of the few entities that remain stationary is the plant monster, a mass of seething tendrils with little intelligence and a great appetite for food. Created in the mansion's laboratories by splicing varieties of South American plants together, the results mutated into a horrific lashing entity with but one thought in the tiny mind it possesses. It must have fresh food, and quickly! Dispatching it is delightfully simple, but don't venture too close as the strangulation attack has a chance of throttle even the most battle-hardened of STARS members. Talking of which...

Chief Hambleton's Message: "My travels to remote regions of unexplored Papua New Guinea brought me into contact with such monstrous plant beasts with a ferocious appetite for meat. My spiritual guide, Papa Shatinga, appeared to me on a cloud of the whitest snow mist and informed me of my path, warning that these plants were grown hundreds of years ago and should not be approached as they contain the spirit of a demon trapped in leafy form. Heck, I took no notice of that bald-headed coot; halted my herb smokin' and reached for my flamethrower! As portable flamethrowers aren't part of your combat team's heavy ordinance, I suggest a more cunning approach, ya hear me?"

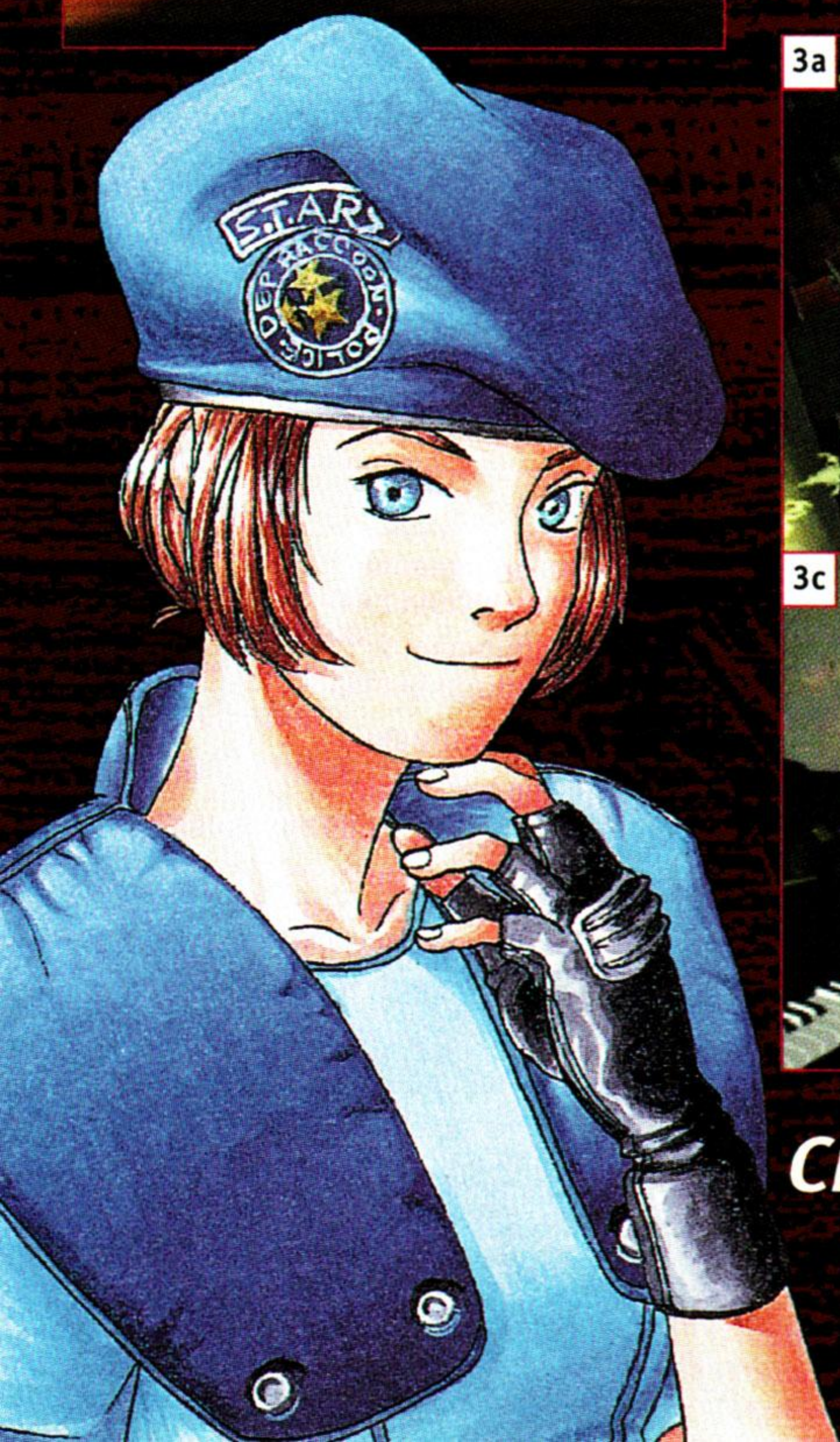


PASSING THE TIME

Pictures 3a to 3b left. Rebecca needs time to practice the Moonlight Sonata so Chris has the opportunity to investigate the connecting rooms more thoroughly now the silver mansion key is in his possession.

CHRIS ISN'T THE BRIGHTEST STARS TEAM MEMBER!

CHRIS IS AS HARD AS THEY COME BUT NEEDS ASSISTANCE WHEN IT COMES TO PUZZLE SOLVING!
IF YOU PREFER BRAINS OVER BRAWN THEN JILL VALENTINE IS YOUR GAL EVERY TIME!

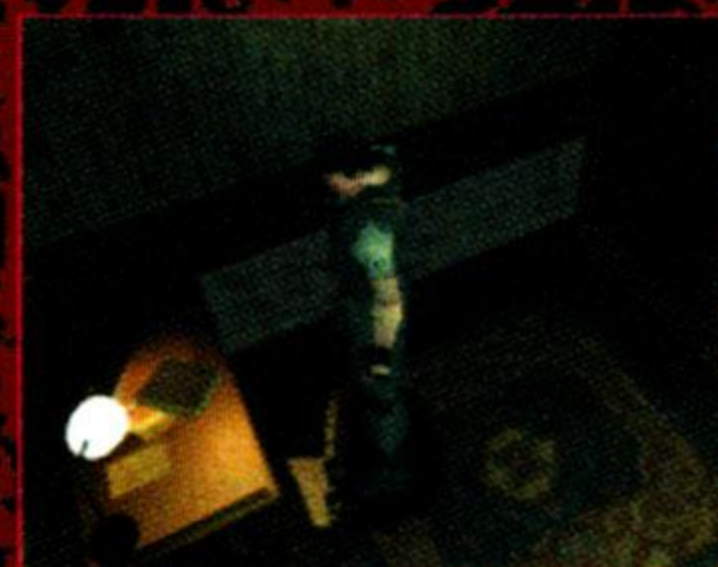


MORE ROOMS CAN NOW BE OPENED TO REVEAL SECRET ITEMS THAT ARE ESSENTIAL!
THE FIRST OF FOUR GOLDEN CRESTS CAN BE FOUND NEARBY! CAN YOU FIND IT?!



Sure enough, a small blue gem lies next to the shattered remains of the statue that Chris had previously pushed from the balcony. "Aha, I shall pocket this jewel and investigate a small tiger bust that I've previously come across!" Whilst Rebecca wrestles with her piano, Chris can trot back to the turquoise area and finds a door that he had previously missed. Tentatively pushing the door open, Chris finds a small bedroom with a clip of ammo on the bed. Investigating further, he rounds the bed and spies a book on the table; "Oh my Gohd! Clues!" Before he has time to react, a zombie makes a inopportune appearance from a closet, and a bout of close-combat gunning becomes the order of the day. Once driven into the earth, Chris inspects his new book at close quarters, gaining valuable information on past horrific secrets of the mansion (the exact nature of which Chief Hambleton has further secretive information on).

Near to this room of terror is a small ante-chamber with an inviting wooden door, through which is a minute storage room with a bust of a tiger's head. The frankly blatant clue informs you that the tiger's eye sockets will comfortably hold two gems, and slotting in the blue jewel, a secret trigger is activated and the bust grinds



SURPRISE, SURPRISE!

Pictures above and left. Collect the clip and then take a peek at the book on the table. What? A zombie behind me? Oh, no there isn't! Oh, yes there is! Oh, no there... eh... urghh... Aieeeeeee!!!



"WELL HELLO! A FANCY LADY AND NO MISTAKE! I'LL FORGIVE YOU FOR INADVERTENTLY GASSING ME! HEY, CAN YOU PLAY THE PIANO?"
CHRIS BATTLES THROUGH THE UNDEAD TO THE SAFETY OF REBECCA'S CHAMBER! HERE IS THE IDEAL SPOT TO SAVE YOUR GAME!

round to reveal an amulet. With a glint in his eye, Chris radios in to the Chief informing him of his now not completely hopeless predicament. "Good shootin' tex, I always knew my finest cowboy would restore the range to order!" he replied, before Chris realised that he'd inadvertently tuned in to the Raccoon Creek 'Cowboy's

Chatter Half-Hour'. Resolving to try the Chief at a later stage, Chris suddenly remembers Rebecca and her piano-playing exploits, but first he visits one of the previously locked rooms round the corner from where Rebecca was first encountered. Unlocking the door, he searches this disused chamber for items of interest, and



WANNA SWAP?

Pictures 2a to 2d right. Plant the blue gem into the eye of the tiger statue and watch with amazement as it slowly revolves to reveal the first mansion artifact. Time to safely store the Moon Crest away.



uncovers a rusty shotgun and some extra rounds of ammunition. At this point, you may be experiencing problems with a lack of free items slots, and so **MAXIMUM** recommends that you visit the chest in Rebecca's room, and remove all your objects except for the beretta, clips and some mixed herbs. Aware that time is pressing, Chris returns to the music room, passing the main hallway to pick up a wooden crest from above the fireplace.

After some more stilted small-talk, Rebecca agrees to play a perfect version of the moonlight sonata, and after her sterling performance, Chris stifles a tear and then watches with interest as a secret panel opens up, revealing a hidden chamber. Chris leaps into this area, and runs to the end of this new room, before gazing to his right to gain his bearings (the hidden room is adjacent to the conservatory where the plant monster was poisoned), before removing the golden crest and replacing it with a much less expensive version. The secrets of the piano room revealed, Chris

bids Rebecca and fond farewell and returns once again to the dining room, where he replaces the golden crest into the hole, and turns to view the striking of the Grandfather clock. Chiming three times, the clock slides back to reveal a sparkling (bronze shield) key.

With a rapidly expanding collection of keys and a chiselled expression on his unshaven chin, Chris Redfield, hero for hire, decides that this zombie infestation has gone on long enough! "I've had it with these shambling critters! They're all goin' to hell in a body bag! And I know just the weapon to do the job!" Breaking into a full-tilt sprint, Chris darts through to the main hallway, jogs round the stairwell and then halts in mid stride, remembering that he has the bronze key to unlock the single



wooden door, and quickly pulls out the key. Once safely inside the room, he surveys his new surroundings; having appeared in a small brightly lit chamber with a strange statue in the middle. Quickly jogging up to the mirror, he flicks his hair back and poses for a moment, before looking down to find a clip on the dressing table. "Aha, that'll come in handy for the hideous horrors ahead!" he cries, and ventures forward to the left of the room, and into a corridor.



His attention is immediately drawn to the sound of disgraceful burblings from a stationary zombie to his left. Quickly finding a use for his newly-acquired clips, he pumps lead into zombie dome and takes it down with no sweat. After walking to a locked drawer (where a small key is used to acquire some rather exciting shotgun shells), Chris turns and runs to the far end of the corridor and opens the rusty oak door.

Coughing slightly at the musty odour, Chris enters a small bedroom suite, complete with rotting bed and full length mirror. Noticing the two green herbs in one corner, Chris steps forward and is immediately stopped by a crawling zombie that moans piteously at him. "There's no need to moan anymore, for I am your executor!!" cries Chris (rather chuffed at his heroic speech) and planted a number of bullets into the undead's back. "OOAAARRR-RGGGHHHHH!!!!" howls the zombie as it twitches and lies deadly still. Chris then picks up the herbs before noticing a corner door. Intrigued, he tries to open it. "Darn, it, the door's locked!" he utters, wondering what treasures could be located behind there. "My Gohd, I'll

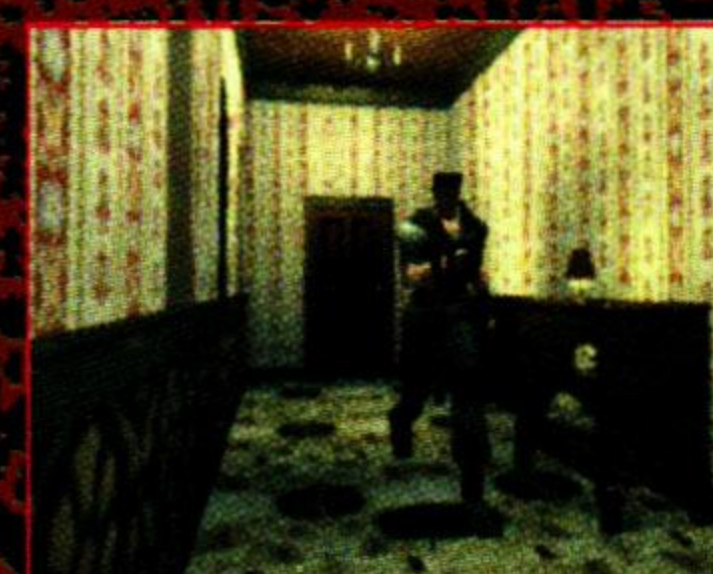


A FULL SET OF MANSION KEYS ARE NOW YOURS! RETRACE YOUR STEPS TO PREVIOUSLY LOCKED DOORS AND ENTER!

have to wait until the next issue to find out!" Chris then dejectedly shuffles back to the main hall and goes through the blue double-doors to the small chamber with the blue statue. Dodging the steps and heavy trunk, our ace STARS veteran tries the wooden door on the right, and uses a mansion key in the process, allowing him to venture forth into a whole new section of this decaying house of horror.

Chris stalls his marathon sprint momentarily as he surveys the first room of this new area; another hallway with a left turn at the far end and some interesting wooden chest of drawers to investigate (Chris informs the Chief that there are indeed two chests of that are worth checking out). Tentatively taking a step forward, Chris keenly listens for any sounds of undead, before deciding that the area is secure and this room poses no threat at all. Walking forward, Chris is suddenly startled as the glass of the window behind him breaks into a shower of shards, and a mammoth frothing hound of hell emerges baying for human blood! Chris momentarily forgets the sage advice of Chief Hambleton ("Wheeeee doggie!! Shoot 'em in the head! In the head I say!") and flees in blind panic around the corner, shrieking in abject terror. Sprinting away, Chris lets out another squeal of fright as a second window smashes and another huge pus-filled decaying dog crashes into view. The situation is taking a turn for the worse...

Employing the Chief's tactic or not is entirely up to you, but whatever the outcome, remember there's a clip to recover before making a bolt for the exit. Once out of the door, there's a winding passageway to wander through (with a herb to pick up), but



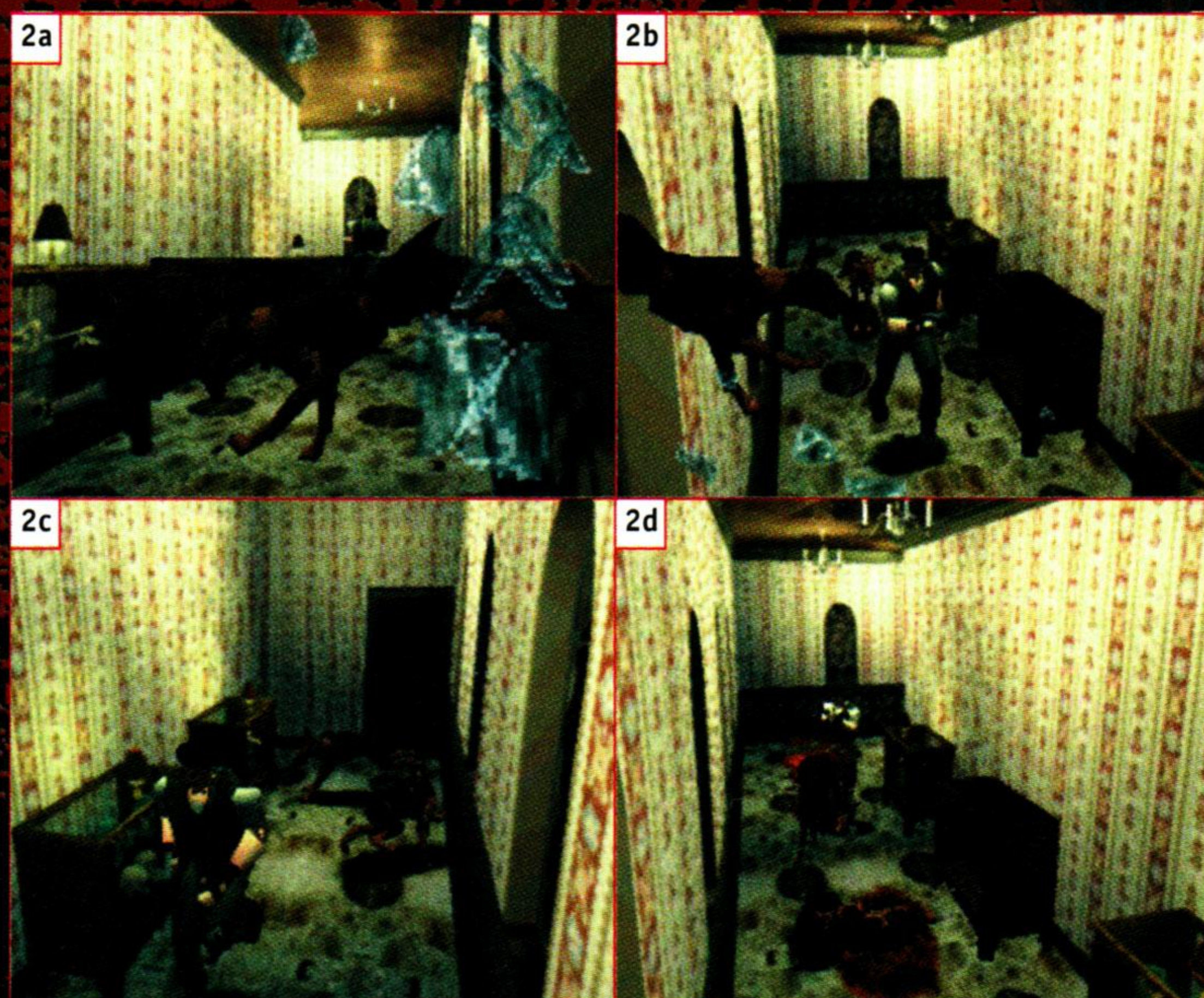
ENTITY ENCOUNTER PROFILE #3 CERBEROS GUARD DOGS

Bred extensively as guard dogs for the perimeter of this secret government establishment, marauding packs of doberman pinchers protected the grounds of the mansion over the years, meaning that inquisitive and prying eyes were kept away and the scientists could progress in their inhuman experiments. As the installation detached itself from government control, these hounds began to feast on the decaying remains of fallen scientists and subjects, turning into even more savage versions and roaming around in rotting packs; feasting on themselves and the remnants of hideous mutations, before turning their attentions to fresh meat... These undead hounds should be regarded simply as quick moving zombies with a slightly tougher skin, and only offer any significant problems when they actually connect with their sharp and rabid mouths. Aiming down helps your predicament, and try to shoot them as they leap forward to attack, as the force of your shot repels them backwards (leading to some fantastic motion-captured staggering and yelping), allowing you to riddle their thrashing corpse with bullet after bullet. Be wary of taking on more than one cerberos, as once they're clamping around your neck, expect only a horrible snapping sound and a terrible constricting death...

Chief Hambleton's Message: "Frothing dogs ya say? Lasso 'em by the neck, take 'em into the backyard, tie 'em to a post and shoot 'em through the back of the head. No rope ya say? Well poison a side of beef and place it in their kennel, then stomp on their necks. Horrific varmints, remind me of the time a pack of rabid hounds attacked the wife. She took 'em out with her bare hands, but I recommend you lilly-livered people try gunning them down where they stand. Like pigs. Heck, I'd be wading through their remains meself if only those voices would vanish from me mind. 'Mentally unstable with disturbing psychotic tendencies'; that's what the doc said, but I sure as heck don't believe him. Okay people, load up and wade in with guns blazing!"

LEFT BEHIND

Picture right. Two small cupboards can be moved around in the hallway of dog death. The one nearest the entrance is empty but the other cupboard conceals an ammo clip.



CERBEROS ATTACK CHART

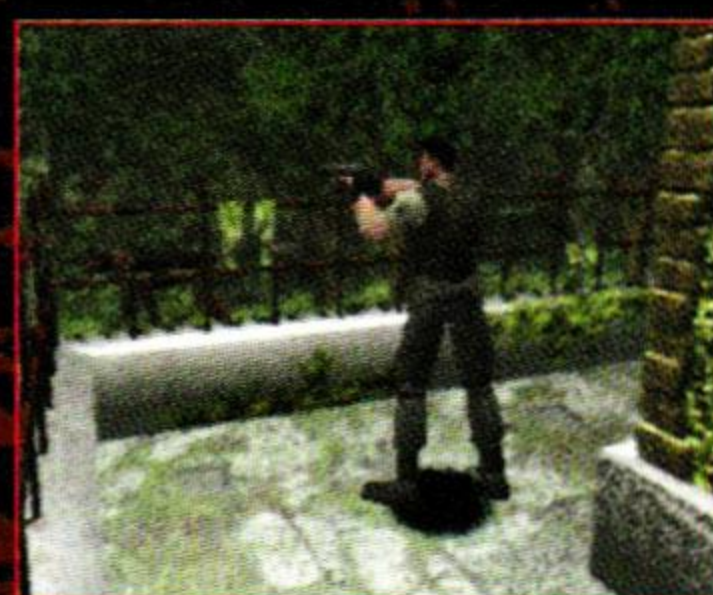
JUMPING LEAP ★★★
THROAT CLAMP ★★★★★

RISK LEVEL ★★★

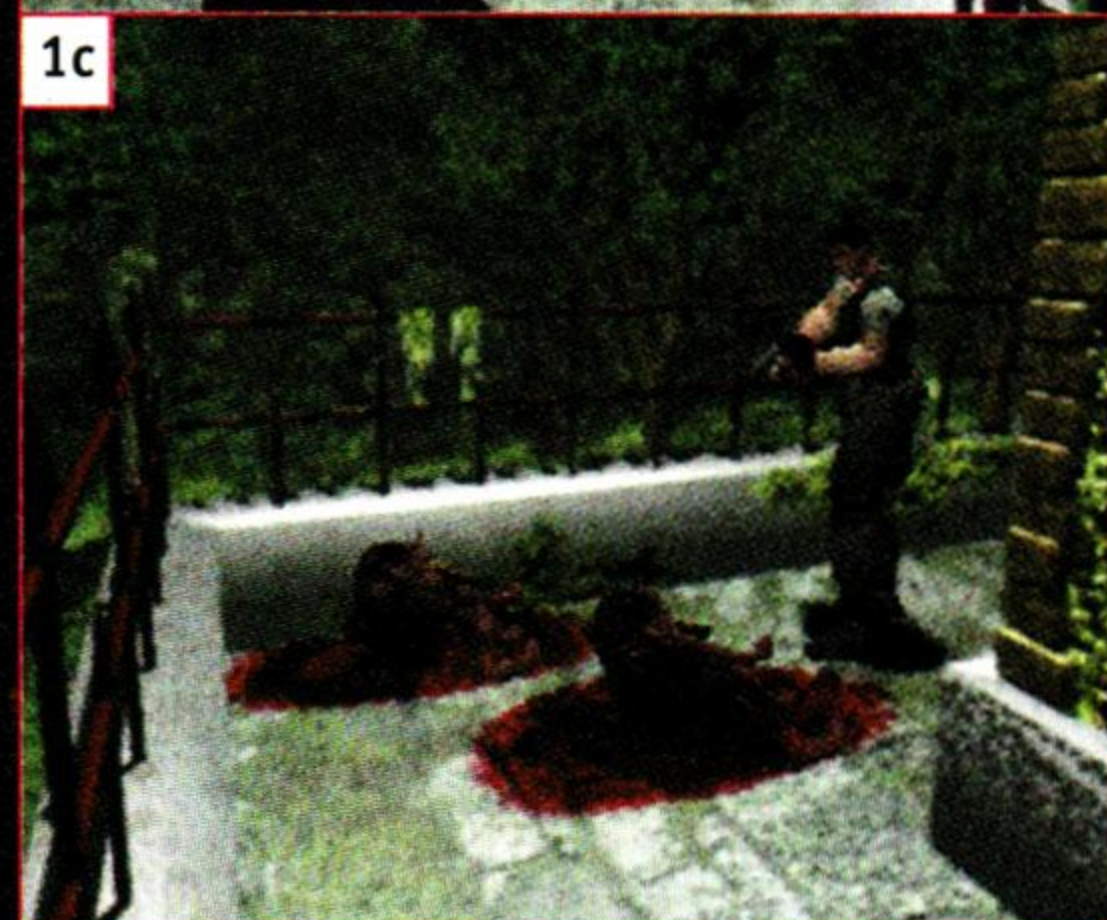
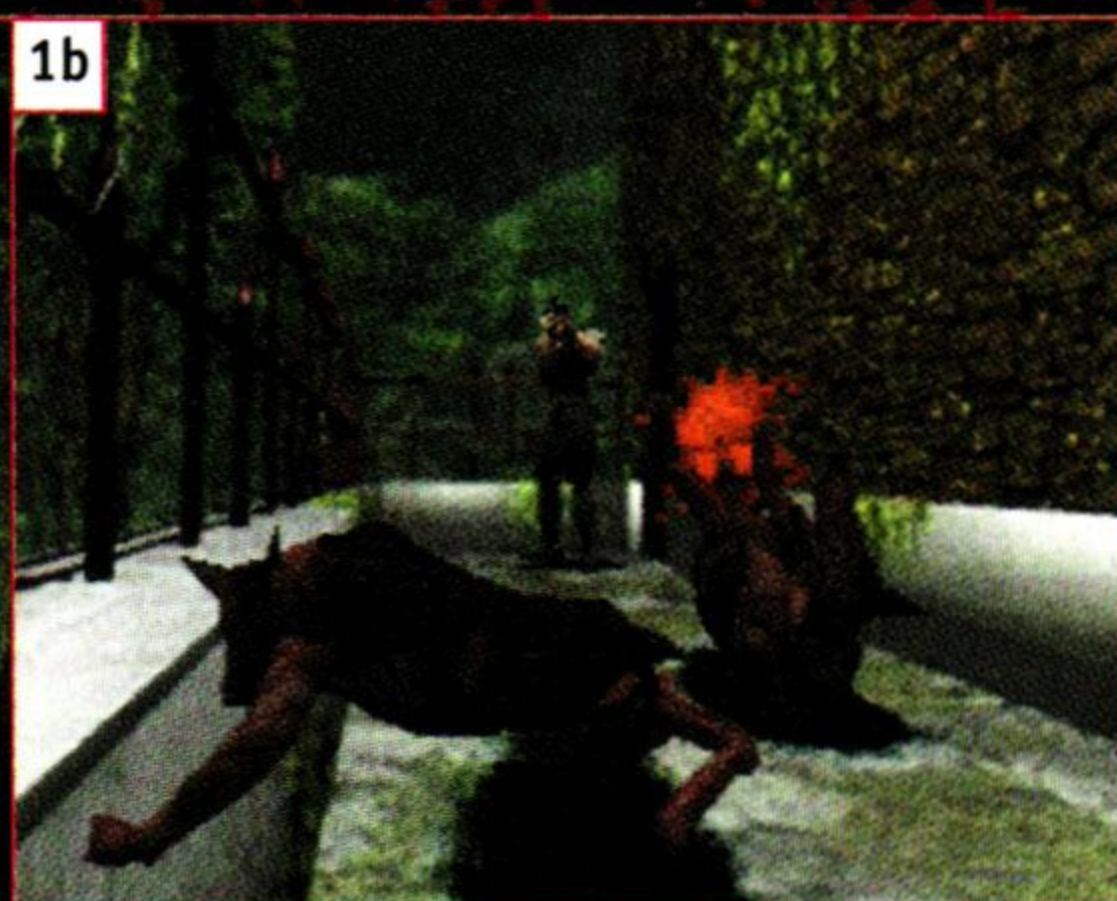
WEAPON CHART

BOWIE KNIFE 3-4 STAB
BERETTA 3-4 SHOTS
SHOT GUN 2-3 SHOTS
COLT PYTHON 2 SHOTS
GRENADE LAUNCHER 1 SHOT

KILLER CANINES THAT CAN **RIP FLESH TO SHREDS** LURK EVERYWHERE! WITHOUT FIRST-AID CHRIS CANNOT SURVIVE THE HOUSE HORRORS FOR EVER!



before venturing forth, try the metal door. This leads you outside into the waiting teeth of another couple of undead dogs, as well as a cacophony of howling and other haunting sounds. Dispatching the dogs, Chris can pick up a major stock of herbs (six batches) from next to an outside boiler, before retracing his steps and investigating some interesting stains in the bathroom of ter-



After a quick scrub and face wash, Chris checks his hair in the mirror before turning to view a rather disgusting bath, half-full of the most repellent bath water even seen outside the house of Mr Leadbetter. Pulling the plug enables Chris to collect a shiny small key (whilst Jill receives a clip), and after a brief visit to the toilet (followed by a wretch and gag at the stench), Chris returns to find bigger guns.

Jogging further round the corridors, Chris eventually spies a single door opposite a large double oak entrance. Nipping inside, and looking upwards, any adventurer finds a small off-white box room with another door to the right. Finding nothing of interest in the small chamber, Chris opens this new door, and steps into a rather inviting living room, complete with seating and even a potted plant. Of more interest is a large gleaming shotgun mounted onto the far wall. "Oh my gohd..." utters Chris, his combat pantaloons almost brimming over with excitement, "come to papa..." Deftly grabbing the shotgun, Chris fails to hear the suspicious creaking noise and runs from the room, straight into the small boxed chamber. "Right, time to dispense some heavy assault justice to the deviants around here.. hang on, the door's locked!" Sure enough, the exit to the box room is tightly closed, and this



"WHAT WAS THAT GROWLING SOUND? W-WHAT?! UNDEAD DOGS? WILL THIS MADNESS NEVER END?"
CLOBBER THOSE CANINE KILLERS QUICKLY WITH CUNNING AND MANY SHELLS FROM YOUR TRUSTY SHOTGUN!

frantic situation is further compounded when the ceiling starts to descend! Those players on a Jill Valentine mission need only attract the attention of Barry Burton (who duly appears to rescue her), but for those hardcore Chris questers, the situation is beginning to look a tad more dire... Wrestling with the door but to no avail, Chris turns and runs back into the dining room, waiting for the ceiling to stop moving. Finally, after minutes of comprehensive brain-storming, Chris tries hooking the rusty shotgun onto the mounting before legging it from the room, through to the box room (where a sigh of relief is breathed as the ceiling remains stationary) and out into the twisting corridor.

WEAPONS DETAIL #3 **SHOTGUN**

This seven-shot monster sprays the combat zone with shards of lead, causing many monsters to keel over and pump out innards after only a couple of shots. Taking roughly twice as long to fire and reload as the beretta, this gleaming weapon of death is best employed at close-quarters, where the devastation can be absolutely disgraceful. Tackling zombies at this range becomes delightful, as they turn into melon-headed shambling entities that shower the shotgun wielder in an explosion of brains and skull. The dogs also explode when facing this spectacular fire-power, but be wary of pumping shot after shot into some of the lesser entities, as it is perhaps wiser to save your shots for some of the more mutated inhabitants of Resident Evil. Whatever your approach to shotgunning, you can be sure that the weapon you are carrying is a darn fine shooter; the Chief's favourite 'critter dispatcher' and a great big heavy piece of ordinance that causes more bloodletting than even the Chief can deal with!



COME ON DOWN
Picture above and sequence left. The powerful shot gun is ready for collection but unless Chris can replace it with a similar object. Failure results in him triggering a trap in the room outside.



"THERE'S NOTHING I LIKE MORE THAN THE SMELL OF GUNPOWDER AND AN EXPLODING ZOMBIE'S HEAD! WHO WANTS SOME?!"
CHRIS HAS DESTROYED ALL THE ROTTING HOUNDS. NOW HE MUST TURN HIS ATTENTION TO A ROOM FULL OF CAWING CROWS! JUST WHAT IS IN THERE?



"Aha, it'll take more than a slowly descending ceiling to out-fox me!"
 Chris feels that it may be time for some double-door opening action, and he duly bursts these doors wide open screaming blue murder. "Yeeehhaaaaaa!!!! Payback time, melon farmers!!! This is a real-firing gun!!!" The dozing zombie greets this shouting with some degree of bemusement, and shuffles forward for the kill. Waiting until the very last second, Chris unleashes both barrels into the zombie's head, causing a huge explosion of blood and head portions. Wiping the decaying brain matter from his face, Chris shakes violently before whooping with glee and pacing forward, his twitching shotgun finger pointing straight at another zombie. Two shots ring out and the gore flies out of the undead's chest cavity, as the creature staggers backwards before crumpling to the floor. Calming himself, Chris turns and heads for the corner door in the main passage, constantly dabbling his face with a damp cloth.

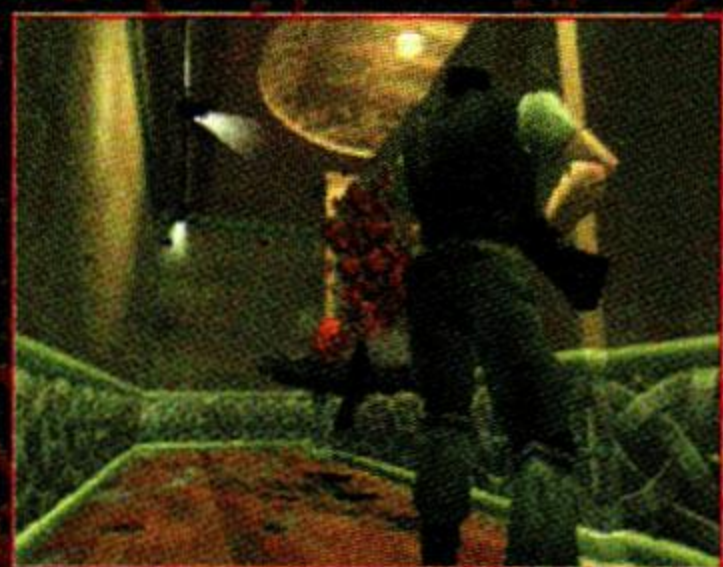


Through the door, Chris looks about the room, finding himself in a small gallery of paintings. What attracts his attention instantly however, is a flock of crows (complete with bloodstained beaks). Not wishing to attract their attention, Chris decides against gunning them down (especially after seeing the state of Forrest), and instead calms himself and inspects the paintings in greater detail. All of the pictures appear to be of some use, but Chris chooses to ignore the first picture and the painting on the far wall of the second



ANOTHER AMULET OF THE GODS IS LOCATED! PICK IT UP AND THEN GUN DOWN ALL THOSE HORRID CROWS!

corridor, concentrating instead on the six other pieces of art. As Chris ponders all the paintings, he discovers that they show a strange gentleman through all the stages of life, as well as a switch behind each of them (save the first) and also makes the connection that the paintings must be pressed in a certain order, but which...? After the sixth switch of the sixth painting is finally pressed, Chris investigates the final painting of the room, and his scrabbings uncover another switch. Pressing this, the picture rocks slightly and falls, revealing a secret ledge with another amulet inside! Once the amulet is grabbed, Chris



grins knowingly and unwraps his shotgun. "Here birdies....!" After some feathered carnage, Chris leaves the room and walks forward down the small cul-de-sac to another door, wondering exactly where this leads. Bemused, Chris tries the handle, and wanders into a greenhouse corridor dripping with all manner of slime and unpleasantness. "Er, what was that growling sound?" murmurs Chris to himself, before a huge mastiff with rotting appendages trotted into view. Remembering the Chief's message ("Gun 'em down like PEEGS, y'hear?"), Chris unleashes both barrels just as the beast reaches his throat, and the dog launches backwards with a piteous yelp before exploding. The smell of gunpowder and offal still hanging in the air, Chris rounds the corner and is confronted by a door with a somewhat complicated lock. After a brief period of deep thought, Chris fills two of the four slots before realising he's only completed half the puzzle; there are still two pieces to collect. Backtracking to the outside corridor, Chris takes the second door (coloured a pallid blue) and finds himself back at the wooden stairwell, thankful that he didn't need to retrace his steps back through zombie doberman territory.



CROW ATTACK CHART

PECK ★★

RISK LEVEL ★★

WEAPON CHART

BOWIE KNIFE	1 STAB
BERETTA	1-2 SHOTS
SHOT GUN	1 SHOTS
COLT PYTHON	1 SHOTS
GRENADE LAUNCHER	1 SHOT

Once at the top of the stairs, Chris is greeted by the rotting zombie duo that caused problems earlier in the mission. Drawing his shotgun, Chris lets out a long hollow laugh and coaxes both these decaying mutations towards him. "Come on! A little closer! Tee hee, I'm gonna blow you sky high!!"



ENTITY ENCOUNTER PROFILE #4 CROWS

Brooding and menacing, crows appear a couple of times during your Resident Evil exploration and are a real pain in the neck, even to the experienced STARS trooper. Encountered in groups of three or more, try shooting them with the shotgun should you wish to cull entire flocks of these terrible ripping birds, as you'll find that they swarm and swoop with cunning efficiency, meaning that pistol shots or slashing blades lead to frantic scrabbling fights that end in disaster due to the lack of a wide burst weapon. Of course, the final plan of action works best of all; don't ever agitate a crow or you'll find that they're ruthless at pecking your eyes out.

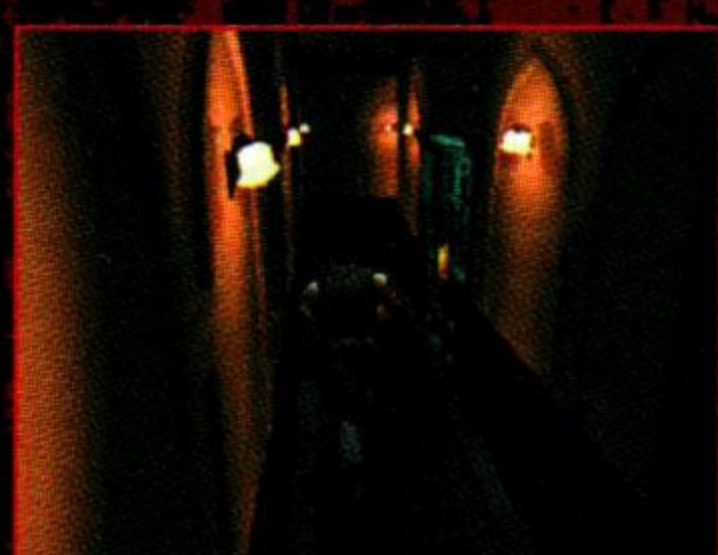
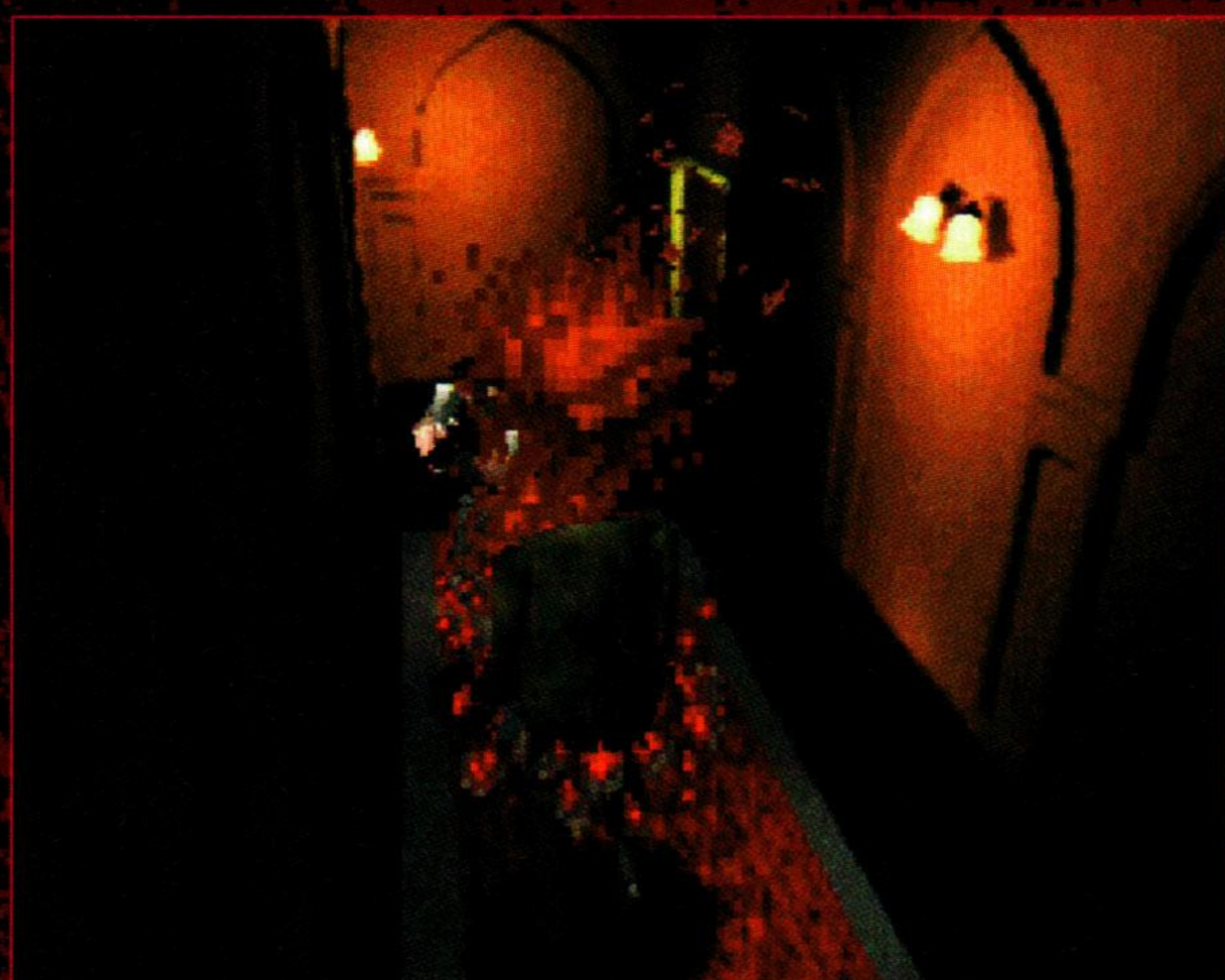
Chief Hambleton's message: "Crows you say, Chris? Those blasted birds have laid waste to my runner bean plantation more times than a twister. Don't venture too close to those peckin' varmints or you'll be swiped at by those sharp beaks. Let me tell ya a story. You know why Ol' man Neish only has one eye? Yeah, he paid the price for stumbling into the mansion grounds after a skinfull. Pecked clean out of its socket, it was. Me, I gun them down with old Bessy [note - 'old Bessy is the Chief's shotgun] and cook the remains. That beak has a rather fine taste don't ya know. By the way Chris, how's Forrest handling himself? My son must be having a whale of a time! Ah, he'll be gunning those undead scum down just like he did after the toxic refinery disaster of '89! Patch me through to his radio; I can't get a lock..."

CLUES POINT TO SOME SINISTER FIGURE PLOTTING AGAINST STARS ALPHA TEAM! IS THERE A MASTERMIND BEHIND THE TERRIBLE ATROCITIES YOU HAVE UNCOVERED?



ART OF FIRING

Pictures right & below. One shot gun blast is enough to kill a zombie providing you can get close enough to pull the trigger. Aim for the head or legs and watch them go down in a sea of crimson!



and unlocks it with anticipation building. Just what is lurking inside this chamber?

Chris finds himself staring at two rows of motionless armoured knights, as well as two bronze busts and a wooden cupboard. Upon further investigation, Chris uncovers a switch in the middle of the room's stone floor, and wonders whether to press it or not.

he murmurs, twitching slightly. Once the zombies are almost upon him, he lets rip with extreme prejudice, blowing a large hole in one zombie's chest. As it crumples to the floor howling with pain, the other takes a direct shotgunning to the head... and explodes in a shower of greasy skull pieces! "Yeeehaaaaarrr!!! Come git some, muddy stumppers!!!" yells Chris, before calming down slightly and turning left, walking to the side door. With key in hand, the door creaks open to reveal a small antechamber with a stag's head glaring down. More immediate is another rotting corpse being, ready to chew away at some finest Chris rump. Chris aims and fires, but alas, he has no shells! "My Gohd, this is one pretty sticky situation!" cries Chris as he jogs around the confused foe, taking the left door and slamming it shut behind him.

Finding himself in a scientist's bedroom, Chris inspects the lab coat ("I'll take that ink ribbon, thank you very much!") before rummaging through the belongings on the table and discovering a rather disconcerting letter. Returning to the corner of the room, Chris looks closely at the collection of speared insects before finding a hidden switch! "Aha, what does this do?" he ponders, then pressing the switch. A gurgling sound reverberates around the room as the fish tank drains of water, leading a cunning Chris into thinking that perhaps the tank could be moved... After this, the large cupboard receives a hefty push, revealing a secret compartment with shotgun shells. "Right, time for that flesh sucking zombie to pay!" whoops Chris as he kicks down the exit door and blasts away at the lone undead.

After mopping the blood and gore from his combat slacks, his investigates the door opposite (revealing a musty bedroom complete with shells, a red herb and a cigarette lighter) before leaving the area and heading down the main corridor. Turning the corner, he opens the door at the end and investigates the fireplace with renewed vigour. "I wonder what would happen if I used the lighter here?" muses Chris, before picking up more herbage and leaving to find the door at the other end of the corridor. (Those Resident Evil adventurers wishing to find the secrets of the fireplace show know one important point; fire attracts the undead...) The other door in this room is locked so Chris leaves the room and heads towards the dark corridor with the red carpet. Quickly darting left and right, Chris chances upon the central ornate stone door,



THE SHOT GUN MAKES IT EASIER TO EXTERMINATE!

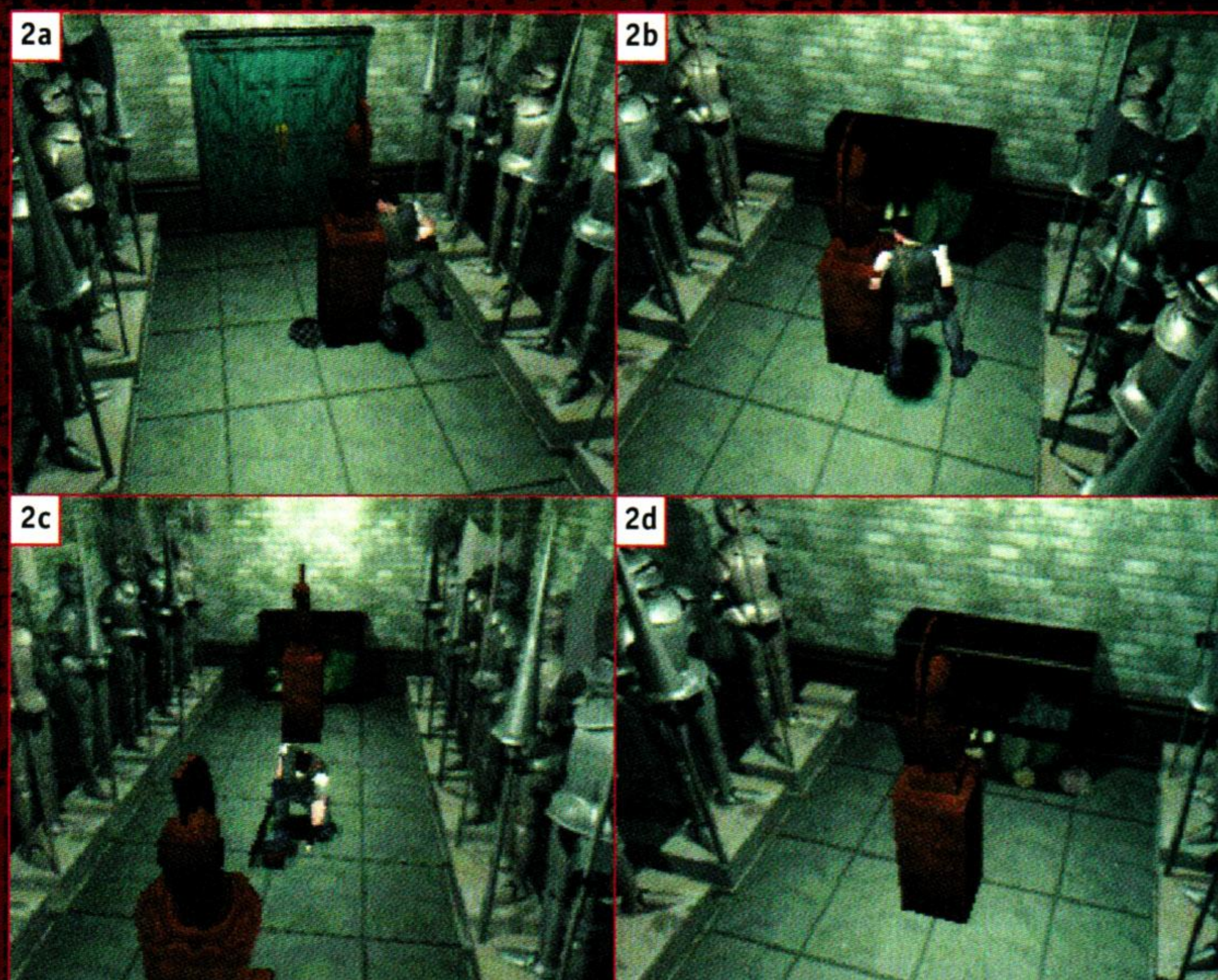
GET UP REAL CLOSE AND LET 'EM HAVE IT!

SHARPSHOOTERS LIKE CHRIS CAN TAKE OUT TWO ZOMBIES WITH ONE CLOSE-RANGE BLAST!



TRIPLE ACTION

Pictures 2a to 2d right. The third crest is now yours! One more to collect and the iron gate to the house gardens can be opened.



After much deliberation, Chris stamps down hard on the button and waits for a response. Suddenly, the room is engulfed with yellow smoke, and realising that perhaps this wasn't the smartest move, Chris gags, retching violently before falling to his knees, crawls out of the room and closes the door behind him, and swallows some powdered herbs before falling against the wall, turning a bright shade of green.

After a spot of recovery time, Chris checks under the door for signs of noxious vapours, and finding that the air has cleared, he ventures forward into the armoury once more, determined to find the secret contained within. Once he shifts the bronze statues into the appropriate positions, he tentatively presses the red button again (shortly after wrapping a tight piece of cloth around his mouth), and edges for the door. Chris was slightly taken aback as the expected burst of evil gas was replaced by a grinding sound from the far end of the room. Investigating further, Chris dances with joy at the discovery of another amulet, and grabs it with haste before fleeing the room, aware that the air is already beginning to turn a tinge of yellow.



"KILLING ALL THE UNDEAD VARMINTS IN THE WORLD COULDN'T MAKE UP FOR LOSING MY OLD SCHOOL BUDDY RICHARD! HE WAS JUST A FRIEND OKAY?"
"I'LL AVENGE HIS DEATH! OH YES! COME ONNN! I'LL TAKE ON EVERY CREATURE HERE! YOU WANT SOME? EH! EH! COME GET SOME!!!"



Out of the door and turning right, Chris continues down the corridor, before opening the second of this section's locked doors. Once inside, Chris investigates behind a pillar for some extra herbage before almost falling over the remains of Richard from the Bravo team! "Good lord, another fatality in this mansion of terror! Will this ever end?" Chris steps forward, before realising that this particular STARS member is still alive! "My gohnd..." Whether you decide to chat with Richard or not is entirely up to you, but our Chris decides that there's little he can do for this mangled man, and runs for the exit. In here, we find a short series of steps and a grunting offal trougher that should pose no problem to the pupils of Bob 'gunner' Hambleton. Once blown into small greasy pieces, Chris resists the temptation to investigate the door at the end of the dark corridor (he knows full well that it contains only extra ink ribbons and another item of interest...), and instead bounds up the steps to further his research into this creeping house of horror. A zombie patrols this area but Chris can stand safely on the steps before lowering his shotgun.

Once the area has been secured, Chris views his immediate surrounding, finding himself located in a rotting storeroom, the damp dripping down from above, and the whole area smelling like Chief Hambleton's outhouse in the woods. Chris is distracted by a shining twinkle of light in the far corner, and vows to uncover such a valuable item. Strolling towards this flash of light, Chris suddenly stops immediately in his tracks. "Er, what was that hissing sound? That sure doesn't sound like swamp gas!" With the hissing gradually building to an ear-splitting crescendo, Chris checks his pantaloons for signs of spillage, and removes his shotgun from his backpack. "Whatever this hissing critter is, he ain't gonna get the better of Chris Redfield. Snakes don't scare me... except when they're bloated, pus-filled and twenty feet long! OH... MY... GOHND...!"

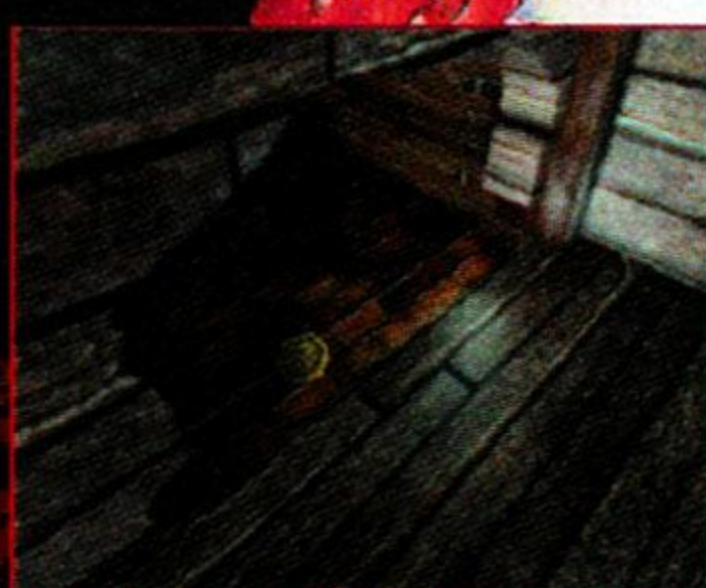
GOT A LIGHT MATE?

Picture below. Chris should only enter this room if he's running low on shot gun shells or ink ribbon. To find the shells Chris must be carrying the lighter which isn't the most useful of items to have when about to face the Yawn!



Stumbling out of the storage chamber clutching the last of the amulets, Chris wheezes slightly before swallowing his previously-prepared herb remedy, and waiting for the wave of healthy feelings to hit him. After a minute (and no visible effects), Chris realises to his horror that he has been poisoned by the rotting fangs of that giant bloated snake! "Oh my Gohd! I feel mighty strange and no mistake!" coughs Chris as he staggers from one side of the corridor to the other. Just how is Chris to survive this rampant poison...?

Once this little teaser has been figured out, and Chris has spent a minute or two recovering, he rises up to his feet and sets course for the final slime-filled corridor. After a visit to the type-writer and storage chest, our swarthy STARS veteran storms into the final chamber, slotting in the final two amulets and waiting with great anticipation for the door to open. Sure enough, a creaking sound is heard as the switch



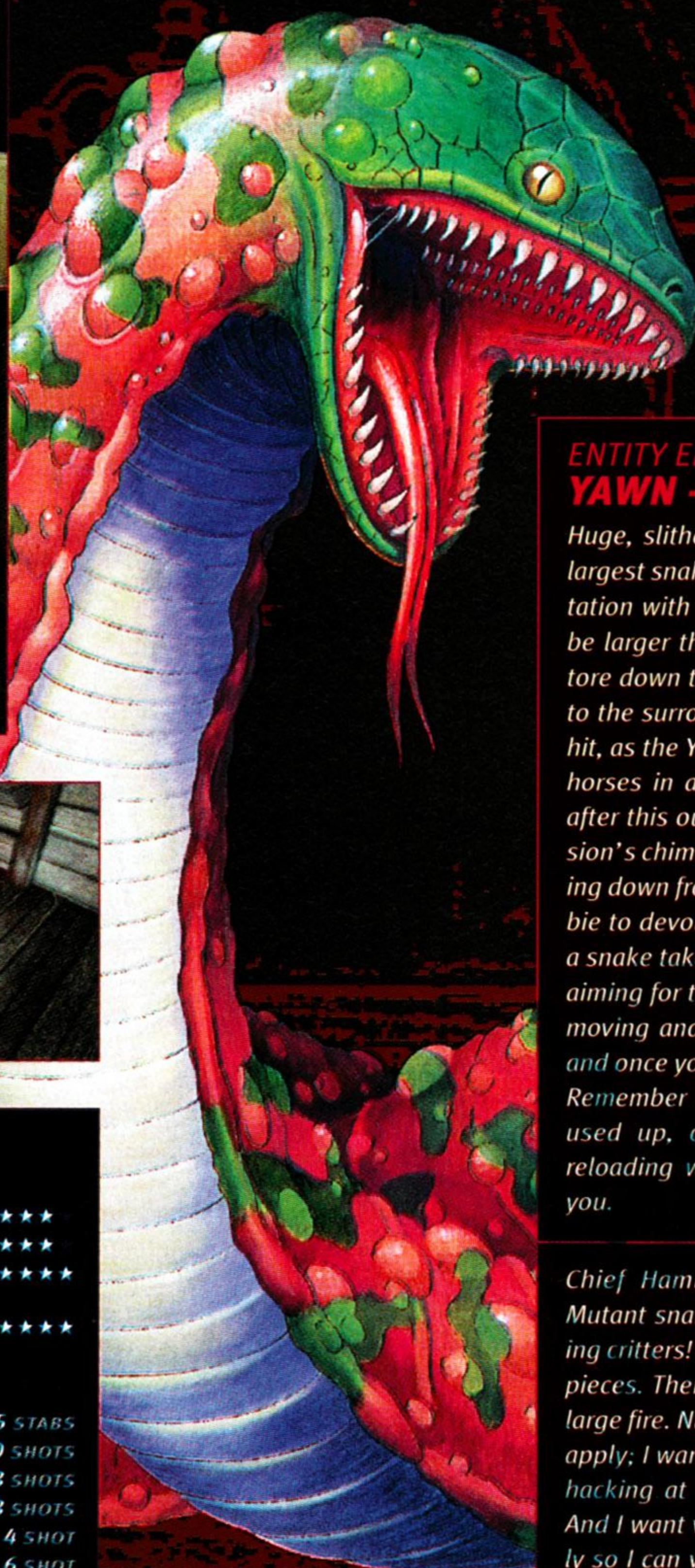
YAWN ATTACK CHART

BITE FROM ABOVE *****
 BITE FROM BELOW *****
 BODY SWALLOW *****

RISK LEVEL *****

WEAPON CHART

BOWIE KNIFE 15 STABS
 BERETTA 10 SHOTS
 SHOT GUN 8 SHOTS
 COLT PYTHON 8 SHOTS
 GRENADE LAUNCHER - EX 4 SHOT
 GRENADE LAUNCHER - FIRE 6 SHOT
 GRENADE LAUNCHER - ACID 3 SHOT



ENTITY ENCOUNTER PROFILE #5 YAWN - GIANT SNAKE

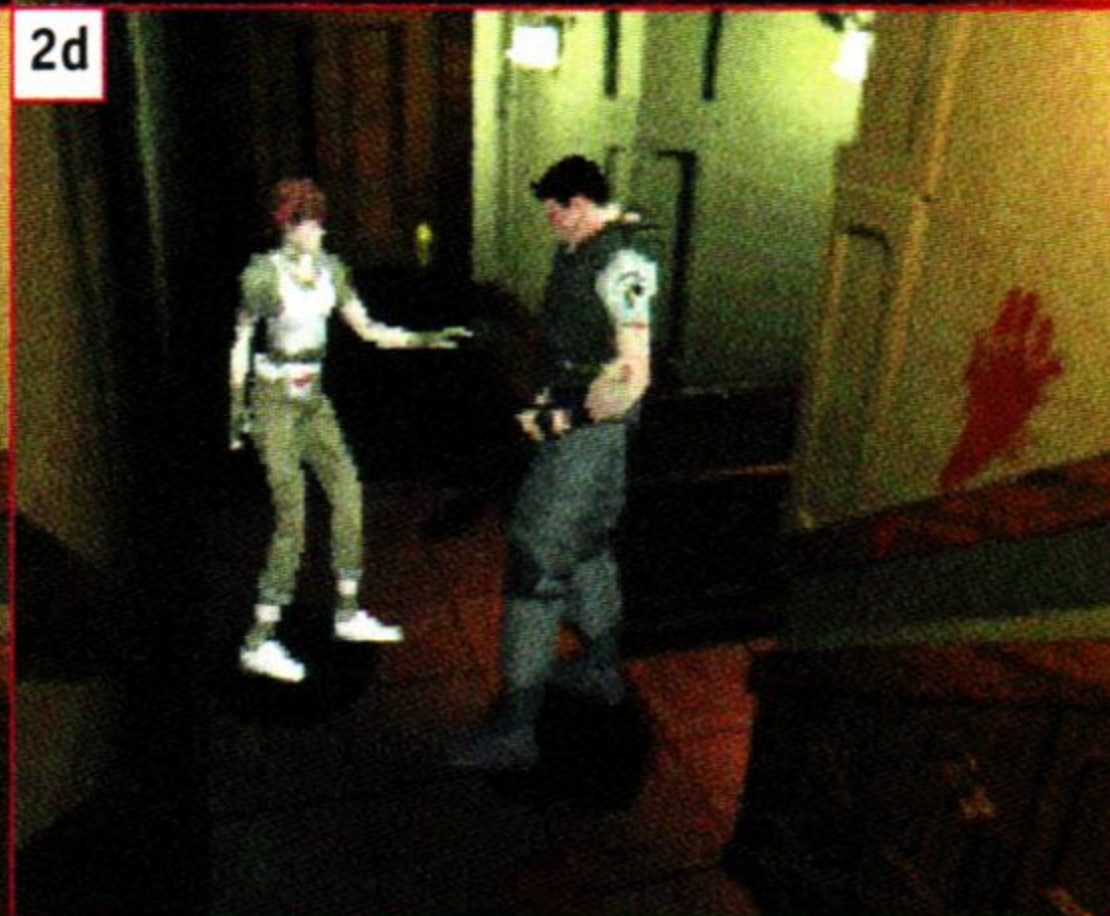
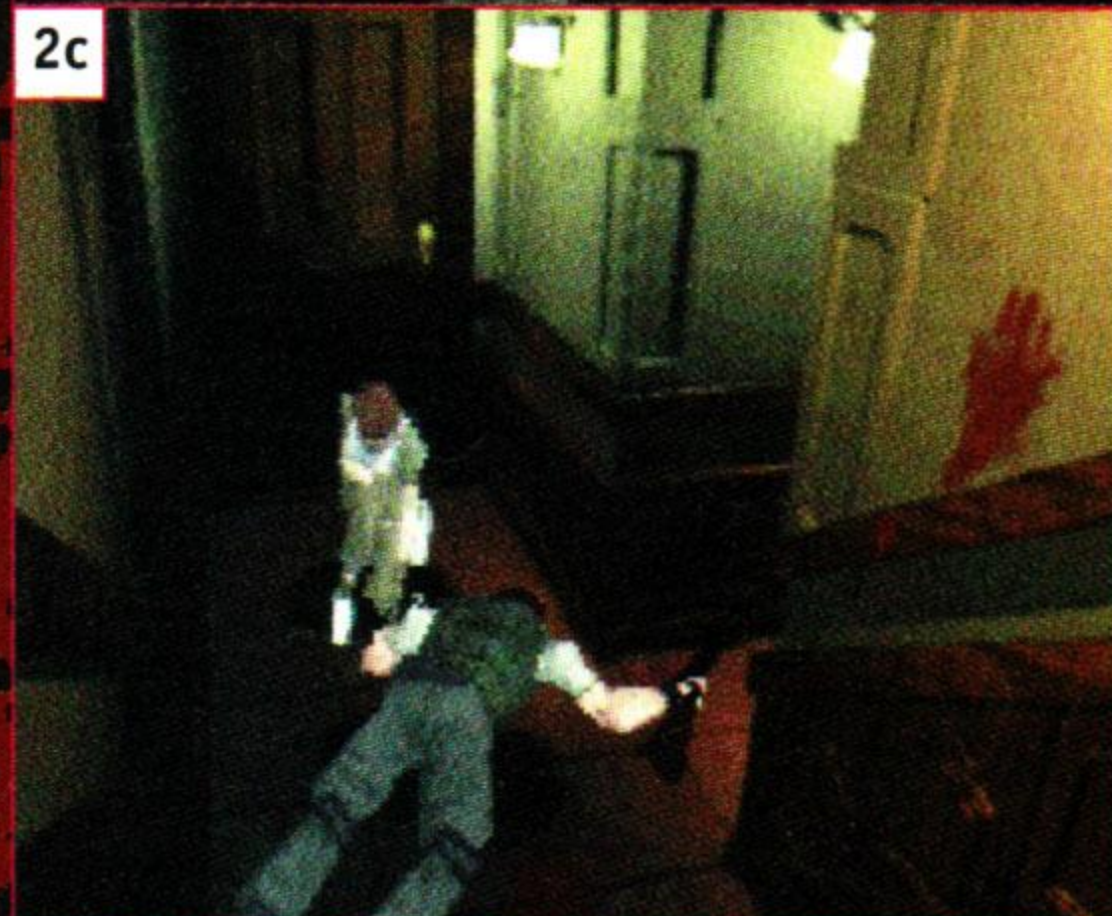
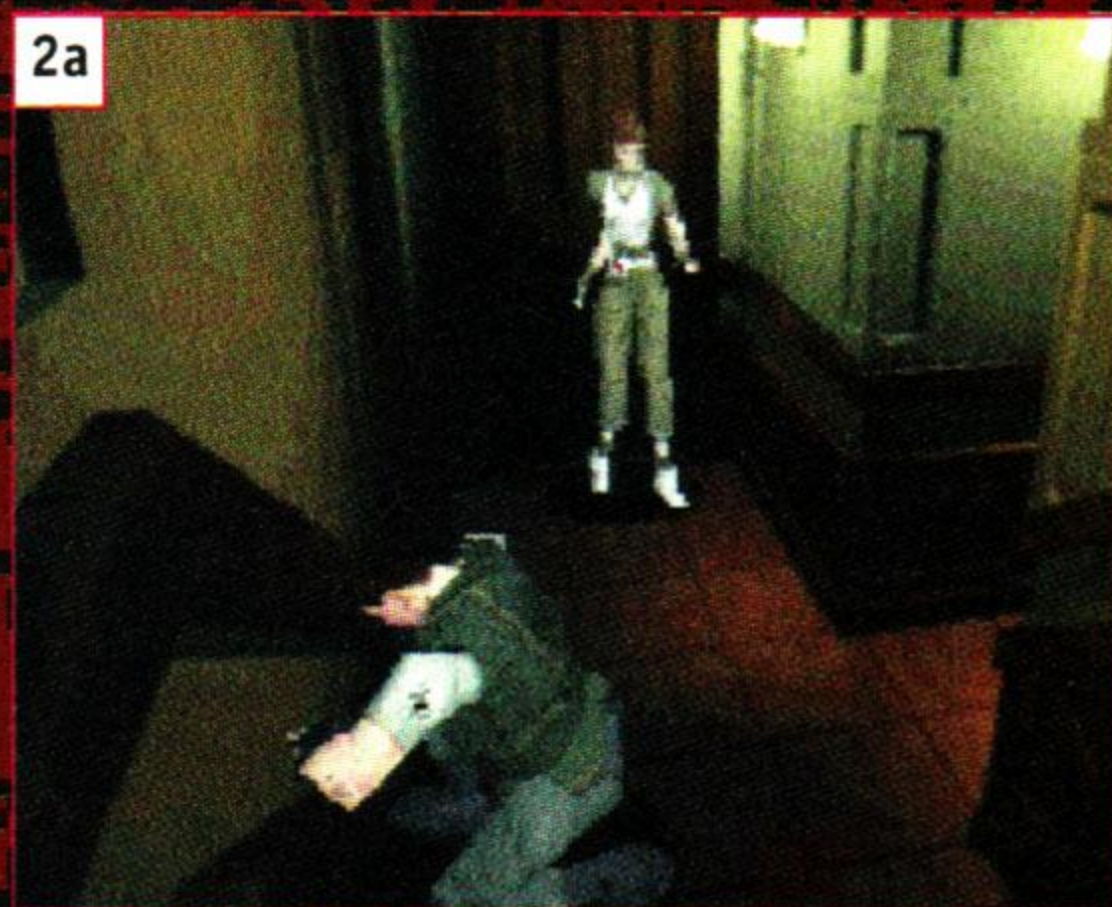
Huge, slithering and twenty feet long, the Yawn is the largest snake ever seen; the result of genetic experimentation with growth serums. The final creature proved to be larger than any of the cages in the secure unit, and tore down the surrounding walls before wreaking havoc to the surrounding gardens. The stables were the worst hit, as the Yawn lived up to its name and swallowed four horses in a frenzy of poison and sharp fangs. Shortly after this outburst, the Yawn holed itself up in the mansion's chimney, living off the decaying scientists; sweeping down from the storage chamber and grabbing a zombie to devour whole. Those STARS members attempting a snake takedown should go for the shotgun every time, aiming for the head and neck at every opportunity. Keep moving and try not to get caught by the Yawn's body, and once you've run to another area, turn and fire again. Remember to reload before all seven of your shots are used up, otherwise, you'll find yourself frantically reloading whilst the snake takes great chunks out of you.

Chief Hambleton's Message: "Jumpin' jehosaphat! Mutant snakes ya say? Gohdamn it I hate those slithering critters! Go git yorself a large axe and chop it into tiny pieces. Then stomp on those pieces and cook 'em on a large fire. Nutritious don't ya know. Okay, the usual rules apply; I want severe amounts of carnage, with all troops hacking at this monster with bare hands if necessary. And I want video-taped coverage sent to me immediately so I can view your combat performance. Go to it, and stay tight!"

THE MAXIMUM RESIDENT EVIL COVERAGE IS OVER FOR NOW... THE HIDEOUS OUTRAGE OF CAPCOM'S CLASSIC CONCLUDES IN ISSUE #7!



is activated and the door slowly opens. A gust of wind catches Chris off-guard and he peers around the corner of the door. "My gohnd! What foul breeze has entered my nostrils. And what is this place...? Looks like the mission isn't over yet!" Stocking up with a variety of killing equipment and rations, Chris Redfield grimly walks forward, aware that the Resident Evil is very much alive and thriving in these gloomy gardens. Alpha team's mission has only just begun, and there are unimaginable horrors yet to be encountered...



ALL THE CRESTS ARE IN PLACE
Pictures above. With the crest positioned correctly the adventure continues...

HAMBLETON'S FINE WORDS EXCERPT FROM LAST BRIEFING

Chief Hambleton: "Well troopers, this sounds like one hell-hole to drop Bravo team into, and I know that some of ya won't be returning to sip a jar of Ol' Man Neish's fine ales down at the Pelt and Rifle. Now some o' ya may regard that as a bonus, but let's not be complacent here, people; this is a highly dangerous mission for the cream of the crop. Hell, I'd be accompanying ya meself, but them goshdarned voices in me head have returned and the doc said I needed the rest. Right. Down to business. Here are the details for those officers selected for Bravo team's Operation 'Entrails'. Remember there's Alpha team waiting in the wings to mop up after yer!"

OPERATIVE 1: ENRICO MALINI (BRAVO)

Commander of the Bravo team, Enrico's main asset is an unfaltering devotion to the course of righteousness. All Bravo team should take orders from him or me."

OPERATIVE 2: REBECCA CHAMBERS (BRAVO)

"Miss Chambers is a rookie just out of chemistry school. Under no circumstances should she engage the enemy, as her lack of combat expertise would mean a quick and messy death. Available for herb and chemical inspection only."

OPERATIVE 3: KENNETH J SULLIVAN (BRAVO)

"Big Ken knows the score when it comes to engaging the enemy, and he's worked with me countless times before. He may not speak much, but he'll be thinking, and he's accompanied me on previous expeditions where zombies have been encountered, using my 'blast and hope' approach to undead disposal. Wisdom should be his middle name but it isn't. It's actually Jeffrey."

OPERATIVE 4: RICHARD EIKEN (BRAVO)

Richard joins us from the same university as Chambers, and despite my reservations regarding the closeness and strange behaviour between these two, Richard's credentials are hard not to turn down. Give him help and hindrance, and under no circumstances let him be mauled by a giant snake. Is that clear?

OPERATIVE 5: FORREST SPIRE (BRAVO)

I personally hand-reared Forrest since he was a pup, and I'm darned glad my adopted son grew up like he did. He's the finest sharpshooter this side of Ma Fogarty's place, and you'll need to rely on him when the blood starts to fly. Back up my son, or I'll personally fry your behinds!

OPERATIVE 6: BARRY BURTON (ALPHA)

Let's welcome along Barry Burton. He's gonna launch Bravo team to mop up after the initial strike, so watch his word. Some of you already know Bazza; both Chris and I have personally worked with him in many missions. He may be undergoing psychiatric observations, but he's still a damn fine soldier. And hey, I believe Shirley's expecting twins! Let's hear it for Barry.

OPERATIVE 7: ALBERT WESKER (ALPHA)

Now I know some o' yer weren't expectin' company people, but STARS headquarters dispatched this gentleman to oversee proceedings. A bit of a cool customer, but try not to disobey his orders.

OPERATIVE 8: BRAD VICARS (ALPHA)

We just drafted Vicars in from a major mutant incursion to pilot your team's chopper. I hope his radio problem's been solved, and I know you can trust this chap to deliver the goods when the situation looks grim.

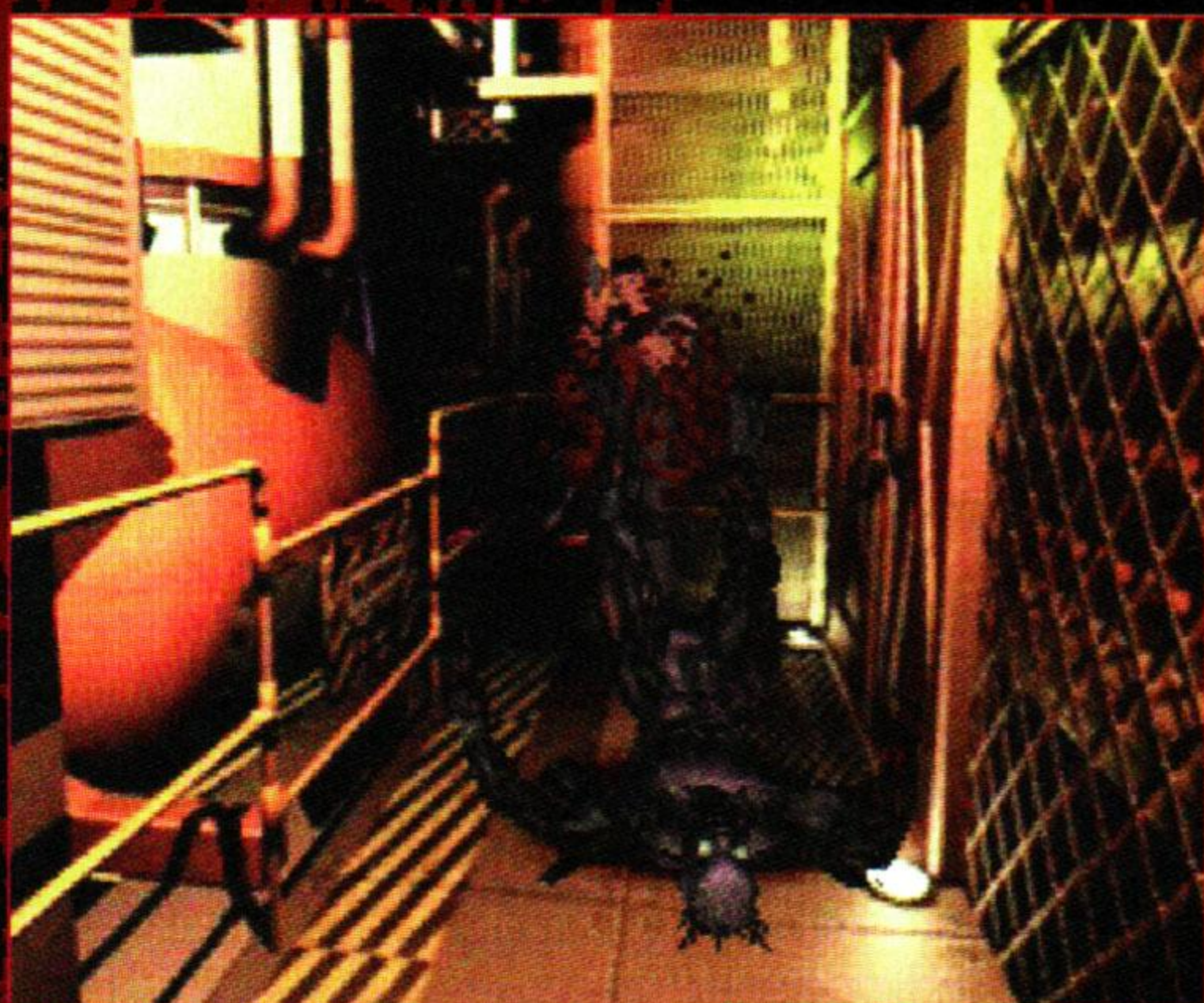
OPERATIVE 9: JOSEPH FROST (ALPHA)

Despite my reservations about the bandana, rookie Frost is turning into one mean combat operative. A bit of a joker, and prone to bouts of reckless behaviour; I want you to watch him like a hawk. Under no circumstances let him wander off on his own to a horribly gory death.

—BRIEFING ENDS—

WHAT HAVE WE PLANNED FOR CHRIS NEXT MONTH?

THE GUIDE TO END ALL GUIDES CONTINUES AT SPEED WITH CHRIS LEAVING THE MANSION FOR THE FIRST TIME AND SLOWLY DISCOVERING THE HORRIFYING TRUTH ABOUT THE RESIDENT EVIL!!



THE CARNAGE CONTINUES...
Pictures left and below. A cornucopia of horror awaits in the next chilling instalment of Resident Evil!



MORE GORE THAN EVER BEFORE

Picture left. Chris explodes the undead at a frantic rate with some stunningly powerful weaponry!



THE ADVENTURE CONCLUDES...
Picture above. Will Chris defeat the legions of the undead, or will the STARS operatives swell their disgusting ranks?



INVESTIGATION HAS NEVER
BEEN SO MYSTERIOUS...

Jack is Back

THE  FILES

24th December, 1924
Hell's Kitchen, California ...

"The further I went, the worse the smell got ... The air was thick with the sickening stench of putrefaction. The floor was getting slippery and dangerous. Suddenly I lost my footing! I scrabbled for a hand-hold but it was no use. Was I, Edward Carnby, Supernatural Private-Eye, heading for Santa heaven or was I just toilet-bound?"

CASE NO.3 "SMELL FROM HELL"



The continuing adventures of Edward Carnby can be found in: **ALONE IN THE DARK**

THE TRUTH IS OUT NOW



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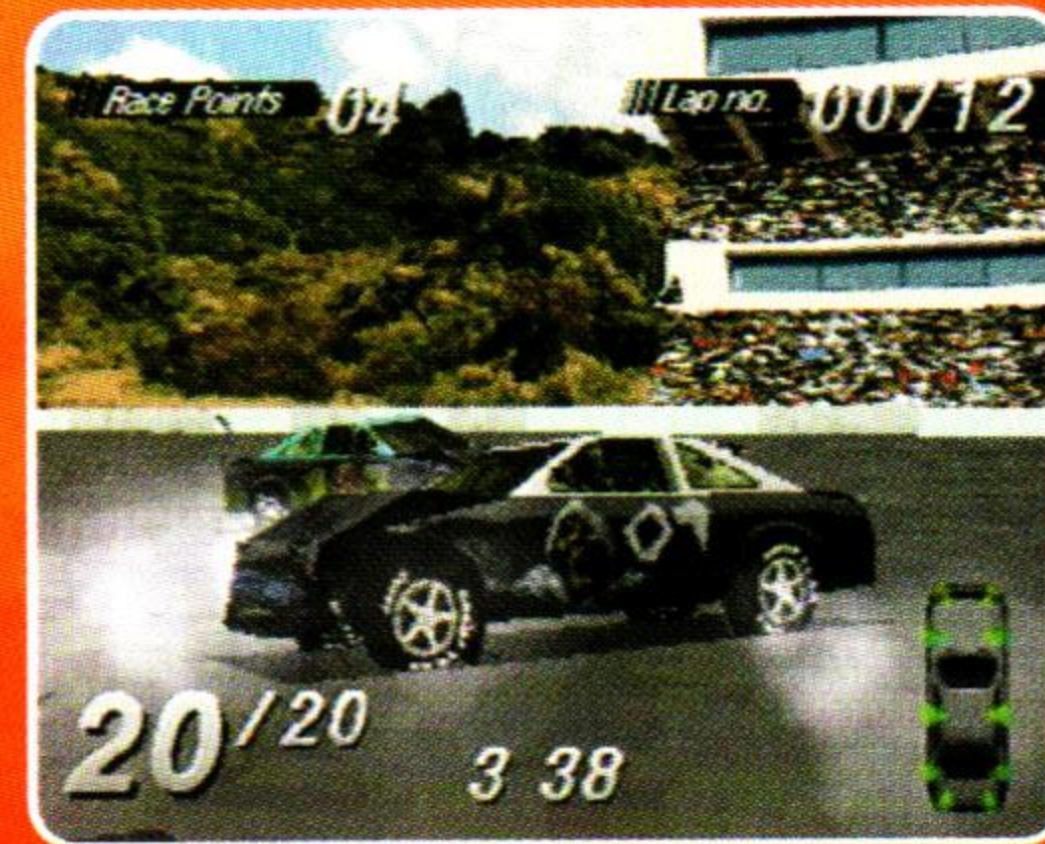
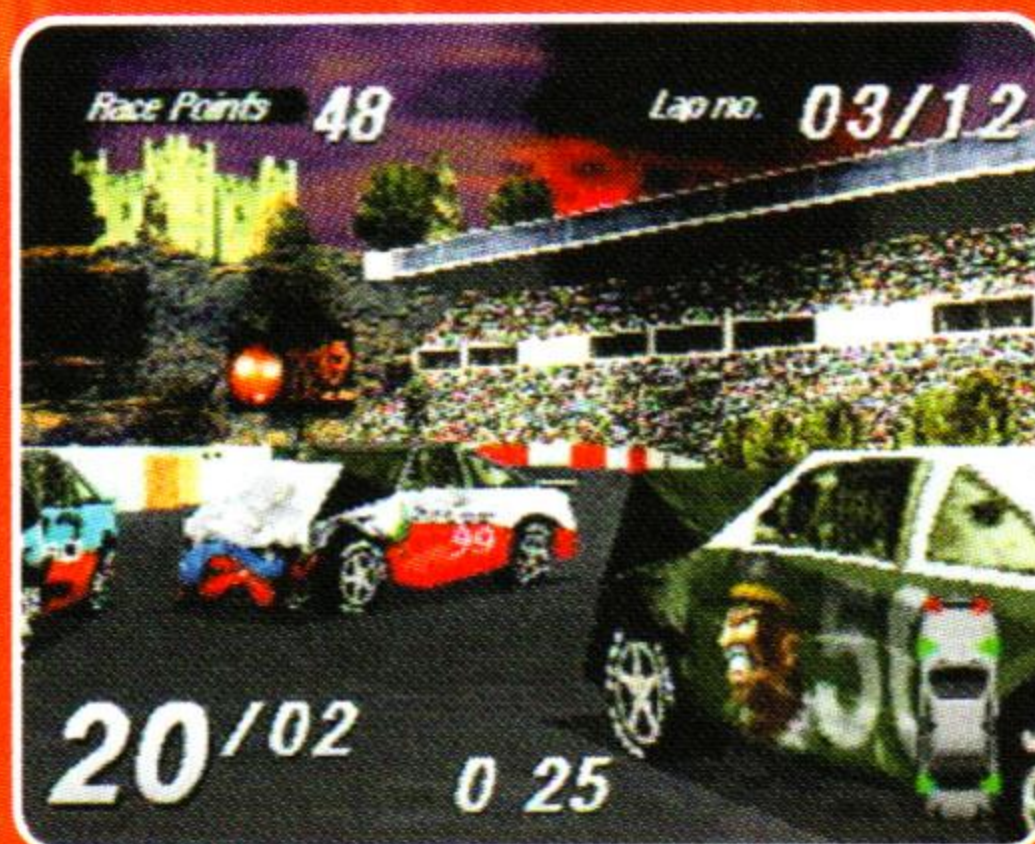
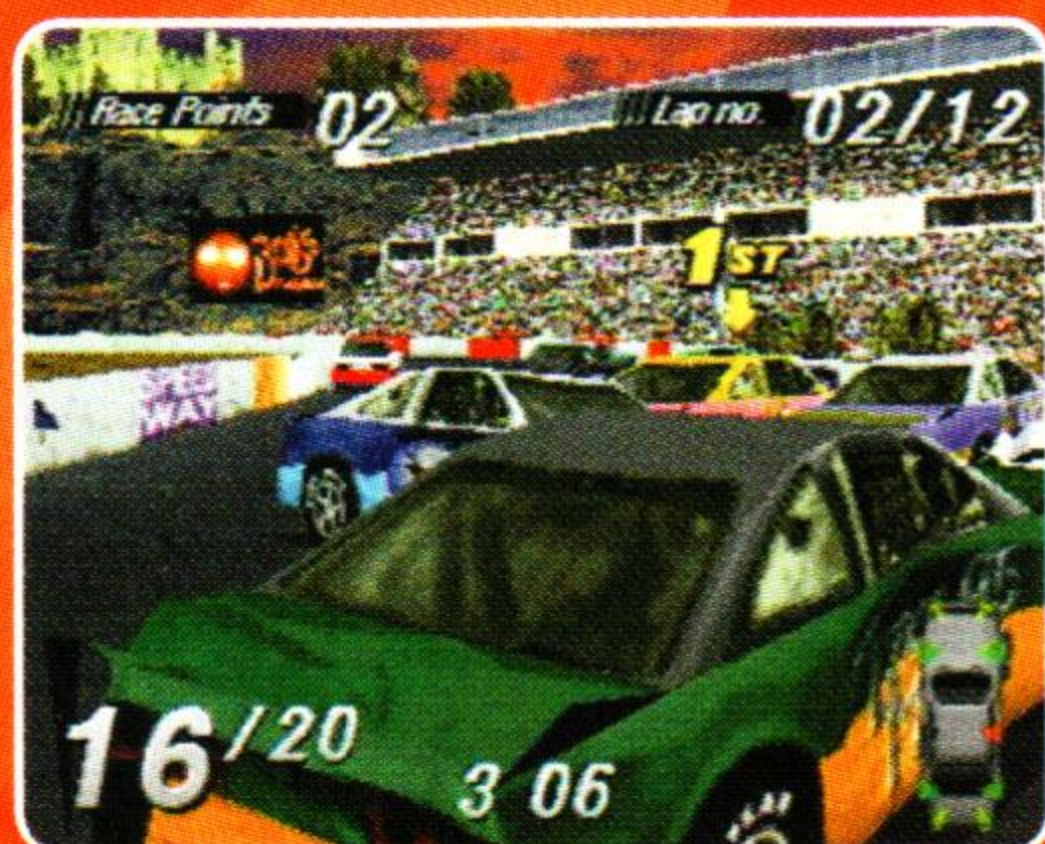
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"THE

DEFINITIVE

DRIVING GAME ON ANY SYSTEM"
COMPUTER AND VIDEO GAMES





"THE BEST

RACING

GAME ON PLAYSTATION
MAXIMUM

ωιπεάουτ™



adidas[®] *power* **SOCCER**



LIKE ALL THE GREAT SOCCER GAMES, **INSTINCT** IS CLEARLY THE KEY TO ADIDAS POWER SOCCER'S MASTERY



When the PlayStation was launched last year in Europe, it was inevitable that the new format would be deluged with football simulations. These wouldn't just be conversions of established classics either - the PlayStation has a vast potential for graphically incredible games based around 3D and developers were quick to tap into that potential as soon as they could. But could the established gameplay mechanics that have always been so popular find a place in the new 3D world of the super-consoles?

First off the mark were Konami with their J-League Winning Eleven simulation, which incorporated a full 3D perspective with motion captured polygon players. Although initially impressive with a fair amount of playability it soon became clear that the 3D format of the game posed certain problems. The action was very stop-start with the gameplay reliant totally on the motion capture - basically you moved and control was taken away from you until the movement was complete.

Such were the problems in later games such as Time Warner's abortive Striker '96, which was the first officially released football game, which was lambasted in the quality



CHOOSE FROM TWO DIFFERENT GAME VARIATIONS: ARCADE AND SIMULATION - EACH DESIGNED FOR A DIFFERENT TYPE OF GAMES PLAYER



gaming press. Playability came to the fore again thankfully when Electronic Arts released FIFA and Gremlin unveiled the mighty Actua Soccer. Both games went on to become massive sellers, with FIFA storming the Christmas charts and Actua going on to become the third fastest-selling CD game in history... Not bad.

Adidas Power Soccer is Psygnosis' entrance into the market and they have finally unveiled a completed version of the game to the press. Adidas is their attempt at producing a stunning soccer simulation which would go down in history as being up there with "the greats" - Sensi, Kick Off and International Superstar Soccer. And in **MAXIMUM's** opinion, they have done it.

The power of the PlayStation has been put to excellent use in creating a



stunningly realistic, smooth stadium along with a motion captured bunch of players which move, think and react just like a real team. But more than that, Psygnosis have gone back to basics in the gameplay side of the equation. What made ISS et al so great wasn't their visuals - it was their smooth, instinctual controls and excellent artificial intelligence. Such is the case with Adidas Power Soccer, which skilfully combines cutting edge visual technology with what is beyond doubt, the greatest soccer sim gameplay seen on the PlayStation. Additionally, Psygnosis have achieved what many developers have sought but few have achieved - a real division between the simulation and arcade modes of the game. Although the game remains pretty much the same in terms of look, the execution in the gameplay is very different.

Now, after a lengthy gestation period (and a couple of delays), the game is totally complete and ready for its May release. **MAXIMUM** goes in-depth on the product, revealing the development procedure and examining the play mechanics behind what is undeniably a very, very important release for the PlayStation. Ready yourself for the first serious attempt at a **MAXIMUM** Extended Play for a footballing simulation...

THE NEAREST YOU'LL GET TO A **PERFECT** SOCCER SIMULATION... AT THE MOMENT!



GAME OVERVIEW

- FOOTBALL IS A GAME GOVERNED BY MANY DIFFERENT FACTORS QUITE APART

FROM THE TWO TEAMS PLAYING AND THEIR LOCATION. SINCE THE DAYS OF KICK OFF 2 ON THE AMIGA, SOCCER SIMULATIONS HAVE SOUGHT TO INCLUDE EVERY POSSIBLE VARIABLE IN THEIR DIGITAL TRANSLATION. **ADIDAS POWER SOCCER HAS EVERYTHING**

THAT EVERY OTHER FOOTBALL GAME HAS IN TERMS OF LEAGUES, COMPETITIONS AND SEASONS, BUT ALSO INCLUDES

A GREAT ARRAY OF SELECTABLES WHICH CAN TOTALLY ALTER THE WAY YOU PLAY THE GAME.

ENGAGE SIMULATION OR ARCADE MODE

One of the most important features of Adidas Power Soccer is the choice of either Simulation or Arcade modes. This isn't a totally original feature (FIFA has a similar device). However, the execution is far in advance of anything seen to date.

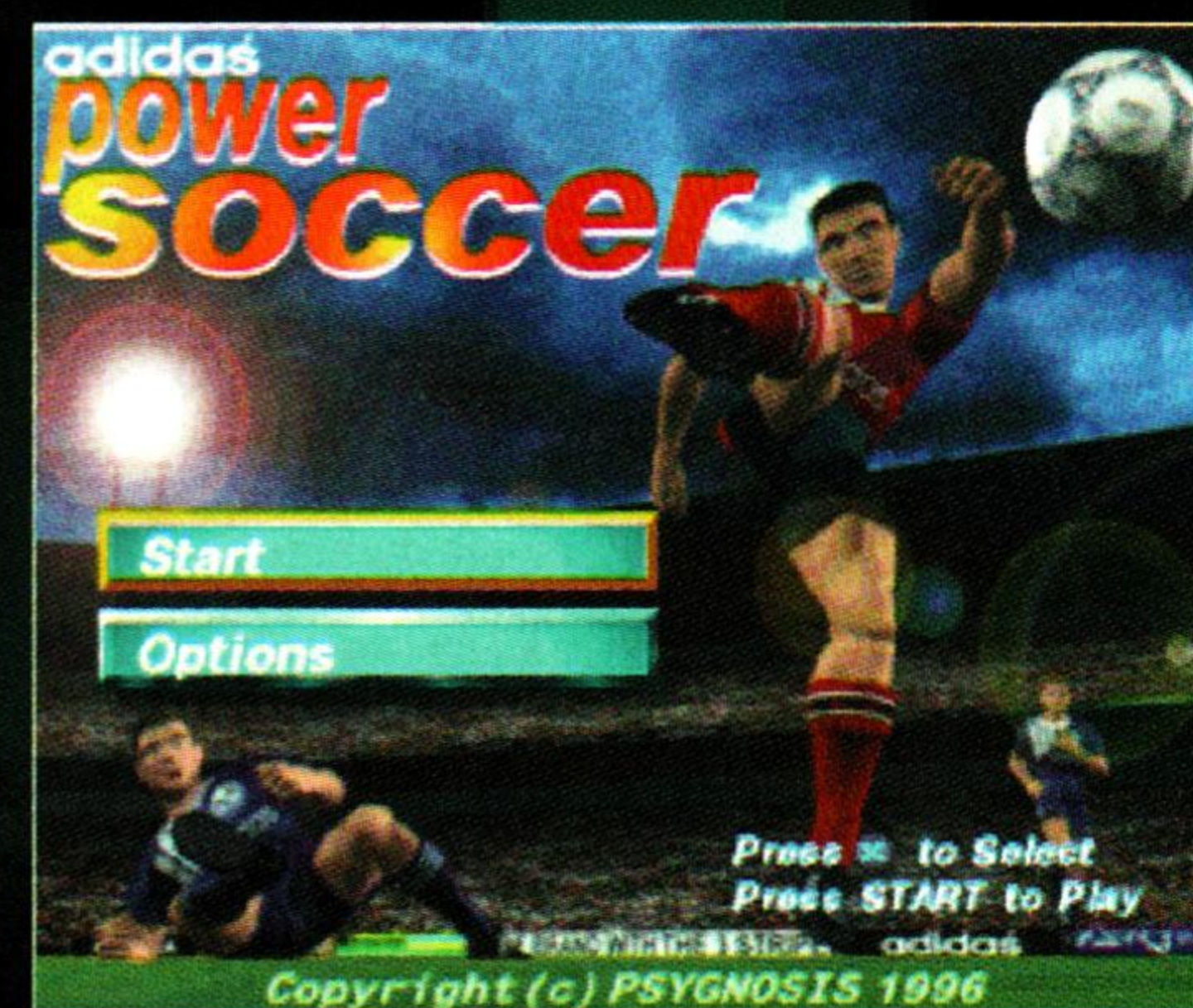
As you might expect, Simulation goes for the all-out soccer experience, where strategy and tactics are as important as the passing and shooting that occurs within the game. Arcade usually means a simpler control method and faster action in other soccer games. However, Psygnosis have gone for an unconventional approach in Adidas.

Whilst the pace has indeed been elevated as befits an arcade experience, the game actually has a more complicated control system, with various simultaneous button presses resulting in "special moves" being activated. Moves include spectacular volleys and juggling tricks being performed, along with such useful

TWO MODES OF POWER PLAY TO APPEAL TO ALL SOCCER SIM FANS

techniques as bicycle kicks and best of all - the Adidas Predator Shot.

A more in-depth analysis of the Special Moves can be found later on, but suffice to say that the difference between Simulation and Arcade is very pronounced indeed. Once players have mastered the Special Moves, the game is completely different to play and indeed watch when compared to the default simulation option.



A NEAR-PERFECT MARRIAGE OF STATE-OF-THE-ART 3D VISUALS AND GOOD, OLD FASHIONED GAMEPLAY

ADIDAS POWER SOCCER IS BY FAR THE GREATEST SOCCER SIMULATION AVAILABLE ON PLAYSTATION

JUST A MATTER OF PERSPECTIVE

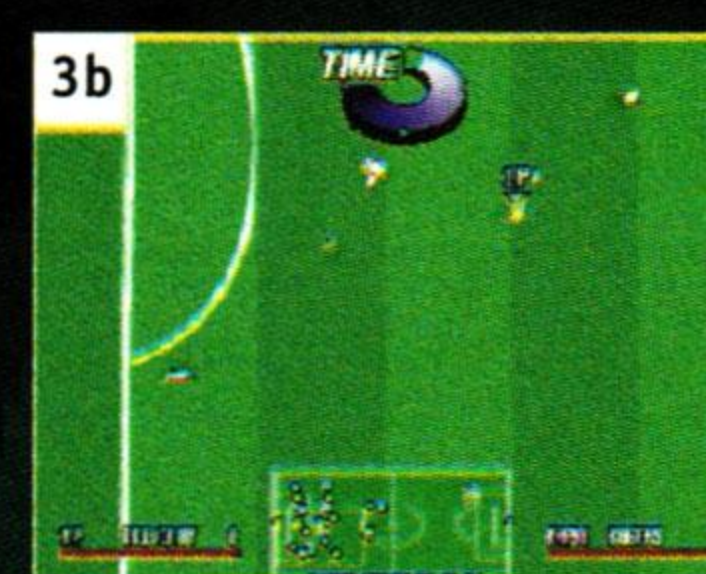
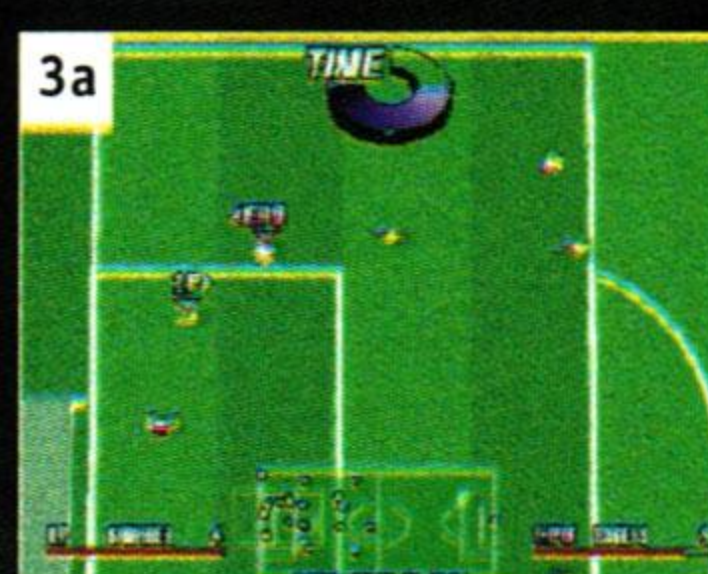
Soccer games with 3D engines tend to indulge in some gratuitous camera angles which can serve to upset the balance of the gameplay. Adidas Power Soccer does away with that line of thinking, with Psygnosis concentrating on providing some views of the action which are conducive to good gameplay...

1. SIDE CAM

This is the default camera angle seen in the game, and is best described as the Match of the Day perspective. That is, enough is seen of the pitch to judge tactics, but you can also savour the skills of the player (as depicted with the excellent motion capture). This is by far the best perspective with which to play the game.

2. PAN CAM

This panning camera perspective provides an overall view of the stadium, centred around the location of the ball. Allowing you to see pretty much every player on the pitch, this view shows off just how uncanny the AI on the players is



as you see just about everything occurring on the pitch. However, for actually playing the game, it's a difficult angle when it comes to judging the height and direction of some shots.

3. SKY CAM

This dynamic overhead view basically turns Adidas Power Soccer into a sideways scrolling football game, similar to Kick Off but turned through ninety degrees. Your field of vision is limited here, and much reliance on the radar at the bottom of the screen is in evidence.

4. VIRTUAL CAM

The camera swings around to show the view from above and behind an attacking player's head. If you're in the opposition's half, the camera centres on your progress towards the goal which is great as it shows you exactly where your players are. However, if you're in your own half, your field of vision is extremely limited as you're basically running "out" of the screen.



LET'S SEE THAT AGAIN ON THE MONITOR

Whilst in the thick of the game you might bear witness to a particularly skillful example of football which you want to see in the game. A replay option is available which enables you to view the last few moments' of play, playing back the action with the aid of a VCR-style control panel. Thanks to the inclusion of some interesting zoom options, the action can look pretty spectacular... If you're after a replay of a rather stonking goal, the game produces one automatically, via a multitude of different angles.



A POWERFUL 3D ENGINE ALLOWS FOR SOME SPECTACULARLY REALISTIC VIDEO REPLAYS
CHOOSE FROM FOUR DIFFERENT IN-GAME CAMERA PERSPECTIVES!

TOURNAMENTS AND SEASONS

A huge amount of detail tends to go into tournament sections of soccer simulations and Psygnosis have certainly kept up with the trend for including just about every type of footballing competition. A choice of tournaments is up for grabs and these are split into two basic types: the cup and the championship.

As you might imagine, the former is a basic FA Cup style scenario with teams picked for specific matches - the winners progress onwards to the next round with the losers being knocked out. The championship style tournament is an international season. The player chooses the number of teams in the tournament with all sides playing each other at home and away.

For total soccer fans, there is the opportunity to participate in a full-blown domestic season. Again, every team plays each other both at home and away. The difference between this and the



championship tournament include the sheer amount of extra stats available in a season scenario, along with the number of teams involved.

Another difference concerns multi-player options. Seasons are strictly for the single player to take on CPU-controlled opposition. With the two tournament options, multiple players (be they human or computer-controlled - you decide) can participate.

A PITCH FOR ALL SEASONS

Taking the sheer realism of the game to even greater lengths, Adidas Power Soccer offers a number of different weather conditions to get to grips with. There are four variations in total, each related to the particular season the game is played in.

The Winter pitch is characterised by being completely white (a special orange ball is used for visibility purposes here) and hampers play by being hard and icy. Treacherous conditions indeed. Better are the Spring and Summer pitch-

es - Spring is probably the best as the ground is harder in the summer.

As you've probably guessed, the final pitch type is Autumn which is a lot more heavy going, the water-logged ground providing a lack of bounce when compared to the Spring and Summer pitches.

ENTER... BRIAN MOORE

Veteran ITV football commentator Brian Moore provides the lead vocals for Adidas Power Soccer, his distinctive analysis coming through perfectly on the PlayStation. He follows a tradition of digital commentators including John Motson (FIFA), Barry Davies (Actua) and Andy Gray (er, Striker). Psygnosis have actually gone one better on the opposition by including a variety of different voice-overs. German and French commentaries are included for our European partners, plus there is a choice of male or female voices for each territory.

Perhaps more pertinent is the sheer amount of speech the artistes in question have recorded - some commentaries can grow very dull very quickly, but the variety in the speech here should make the novelty last longer.



Different gameplay conditions are evident depending on the pitch. Three have been pictured: the moist Spring pitch (1a), the heavy-going Autumn scene (1b) and the near-perfect Summer conditions (1c).



A DIFFERENT **PITCH TYPE** FOR EACH SEASON MAKES ITS WAY INTO POWER SOCCER

ARCADE ACTION

- ADIDAS POWER SOCCER FEATURES A NUMBER OF "SPECIAL MOVES" WHEN

PLAYED IN THE ARCADE MODE. DON'T BE IN ANY DOUBT ABOUT THESE TECHNIQUES - FOR THE MOST PART,

THEY'RE TOTALLY OUTRAGEOUS AND WOULD HAVE NO BUSINESS BEING IN THE PROPER "SIMULATION" AREA OF THE GAME.

HOWEVER, **SUCH IS THE EXCELLENCE OF THESE MOVES**, THEY CAN SERIOUSLY BOOST THE ENJOYMENT FACTOR OF THE GAME, PARTICULARLY WHEN PLAYING AGAINST A HUMAN OPPONENT. TO DISTINGUISH THESE TECHNIQUES FROM THE AVERAGE MOVEMENTS OF THE PLAYER, EACH OF THEM IS ACCOMPANIED BY SOME MINOR PYROTECHNICS.

A WHOLE HOST OF ATTACKING TECHNIQUES

Once in possession of the ball a choice of three special moves are included in addition to the basic techniques available to the player. Each move is designed for a different scenario, to shoot more effectively, to evade a tackle and to confuse the opposition.

1. HEELING THE BALL (IN POSSESSION, SQUARE + X)

This is the archetypal heel - a surprise kick of the ball backwards, hopefully into the possession of another of your players. After a long run towards goal, it's pretty clear that the opposition will be ready for your assault. The heel is good for throwing this preparation off-guard. Followed up with some clear passing, forward this one move can help decimate the opposition's defensive plans. A more silly use for this move is to line yourself up with the goal, turn your back towards it and then execute the technique. Believe it not, sometimes it works on particularly dopey 'keepers.



2. BACK FLICK (IN POSSESSION, TRIANGLE + CIRCLE)

A particularly flashy special move, designed to spectacularly defend the player from an opposition's challenge. As the opposing footballer closes in to strike, this move causes the player to heel the ball from behind, over his shoulder and right in front of him. To be honest, the straightforward tackle avoidance move is probably more useful in the majority of



cases, but if multiple footballers are closing in on your player, this is the best move to use. Problems arise sometimes when the ball drops down to terra firma - the player occasionally loses possession for a short time, during which time the ball is stolen.

3. MEGA SHOT (IN POSSESSION, TRIANGLE + X)

The pride of your offensive arsenal is the Predator Shot, an incredible strike powered by the Adidas Predator football boot. Accompanied by some major fireworks, the player propels the ball at great velocities towards the goal with an improved sense of accuracy behind the shot. To be honest, it's perhaps too tempting to make every shot on goal a Predator-powered strike owing to the superior speed the player puts behind the ball. Such is the power, a goalkeeper who catches the ball head on can sometimes stagger back as a result... right into his own goal. A somewhat unexpected, and indeed hilarious turn of events.



THE POWER OF THE PREDATOR SHOT CAN BLAST THROUGH WORLD-CLASS 'KEEPERS!



The Predator Shot is immensely powerful, and the sight of a goalkeeper saving one of these shots (above) is most rare indeed.



THE ARCADE SPECIAL MOVES MAKE FOR A GAME MORE EXCITING THAN THE AVERAGE SIMULATION

A WHOLE HOST OF ATTACKING (AND FOULING!) TECHNIQUES ARE ALSO AVAILABLE WHEN CHASING THE BALL

TAKING UP A DEFENSIVE POSITION

When you're not in possession of the ball, obviously the best course of action is to get a hold of it as soon as possible. In addition to the two challenges and the interception of the basic control mode, there are four special moves designed to get the ball by cheating basically. The more severe the technique, the greater your chance of getting the ball (and a red card).



4. KARATE KICK (CHASING THE BALL, SQUARE + X)

This is perhaps the most downright dirty attack in the game. Unlike a certain Manchester United player, this flying kick isn't targeted at spectators but at other footballers! Close in and press the buttons and watch your player perform a neck-high kick... particularly nasty when attacking from behind, the referee has to be blind (and indeed stupid) not to immediately penalise the offending player for this particularly nasty technique.



5. NUDGING (CHASING THE BALL, TRIANGLE + SQUARE)

This is definitely a technique that's subtler than the karate kick. Taking the form of a simple nudge, this has power enough to deck an opposing player whilst looking quite innocent to the untrained eye.



6. TWO-HANDED PUSH (CHASING THE BALL, TRIANGLE + X)

A most violent, totally unjustified move which is just so outrageous, only the most short-sighted referee will let it pass. A blatant foul, this has a most comedic look.



Foul! A number of offensive techniques can be employed to take a player in possession off the ball. The nudge (5) isn't too blatant, but the two-handed push (6) is a most heinous attack.

RECEIVE THE BALL AND SCORE WITH AN INCREDIBLE MEGA VOLLEY!

USE THE MEGA RUN TO SPEED TOWARDS GOAL AND UNLEASH THE POWER OF THE FEARED PREDATOR SHOT!

RECEIVING A HIGH BALL

Adidas Power Soccer is a passing game... just running up the pitch with one player and attempting to score isn't exactly a winning formula. From the basic control mode you know that there are two different heights you can pass the ball at. These special moves apply to receiving a ball kicked using the high pass.



7. HAND OF GOD (HIGH RECEPTION, TRIANGLE + CIRCLE)

A special move clearly inspired by Diego Maradona's hand-ball scoring antics that sent England spiralling out of the 1982 World Cup. Fire off a high pass towards one of your forwards and he uses his hand to direct the ball towards the opposition's net. If you get away with this one, it's an outrageous travesty...

8. BICYCLE KICK (HIGH RECEPTION, TRIANGLE + X)

As a set piece manoeuvre, there's little to match this astounding move. Send a high pass towards one of your strikers and he'll use an excellent overhead kick to boot the ball towards the opposing goal.



ADDITIONAL TECHNIQUES

A couple of techniques that defy any of the above classifications follow: the Mega Run special in particular should be committed to memory as it can set up any number of spectacular goals.

11. JUGGLING (RECEIVING LOW OR HIGH BALL, SQUARE + TRIANGLE)

One of the most spectacular special moves in the game. The player receives the ball and stops it with one foot. He then proceeds to juggle the ball between one foot and the other for a short while before unleashing a terrifying shot at goal.



12. THE MEGA RUN (ANY TIME, SQUARE + CIRCLE)

A final move which is activated at any time whatsoever, whether you have the ball or not is the Mega Run technique, activated by pressing square and circle together at any time of your choosing. Every player has a small amount of Mega Run capability, and this can be used sparingly to out-run opposition with little effort whatsoever. A somewhat cheeky use of the technique is to save your energy until the player is in the penalty box and then use the Mega Run to speed out of the goalkeeper's range before firing off a shot (preferably of the Predator variety). At this point, the 'keeper should still be running to catch up with you and the ball should sail into the net with no problems.



RECEIVING A LOW BALL



As you might imagine, a different range of special techniques are available for the discerning player attempting to receive a pass aimed at the lower portion of the body.

9. MEGA VOLLEY (LOW RECEPTION, TRIANGLE + CIRCLE)

A surprise, fast-paced shot at the enemy goal. The ball is sent at ground level towards the striker, who volleys it at Predator Shot speeds towards the net. The speed and power of the shot is such that if a winger outside the box pulls off this move, there's a strong chance indeed that he'll score.

10. DIVING HEADER (LOW RECEPTION, TRIANGLE + X)

The equivalent of a Mega Shot whilst receiving a low ball, the diving header can produce one of the most spectacular goals in the entire game. Setting up such a goal is no easy task - the players need to be in the correct position with the low pass being of sufficient length beforehand.



TAKE CONTROL

- WHEN DESCRIBING THE FEATURES OF ADIDAS POWER SOCCER, IT'S PERHAPS

TOO EASY TO GO ON AT LENGTH ABOUT THE SHEER WEIGHT OF OPTIONS AND WHAT HAVE YOU.

WE'VE DESCRIBED THE MAIN FEATURES A BIT LATER ON, BUT THE MOST IMPORTANT ASPECT OF THE GAME TO NOTE IS THE CONTROL METHOD.

WITHOUT A SHADOW OF A DOUBT THIS IS THE MAKE OR BREAK OF A CONSOLE SOCCER GAME, AND IT'S GOOD TO SEE THAT PSYGNOSIS

HAVE SETTLED ON A **SIMPLE, VERY EASY TO MASTER SYSTEM**. ALTHOUGH THE BUTTONS ARE EASY TO

GET TO GRIPS WITH, ACTUALLY GETTING THE VERY MOST OUT OF THIS SYSTEM TAKES QUITE SOME TIME, MAKING IT PERFECT

FOR BEGINNERS WHILST POSING SOME **LONG-TERM CHALLENGE** FOR POTENTIAL MASTERS OF THE GAME.

WHO HAS POSSESSION OF THE BALL THEN?

1. IN POSSESSION

When in possession of the ball, you can either shoot (circle button) or pass. Two different passes are available - the low pass (X button) or the toe-punting high pass (square button). Also of great use is a means to avoiding tackles. Pressing the triangle button causes your player to leap slightly, which effectively dodges any sliding tackles the opposition have planned for you.



2. CHASING THE BALL

Two options are open for players who are after the ball whilst it is in possession of an opposing footballer. Tackling is the



The basic control mode is surprisingly simple to learn yet highly versatile, making for a most intuitive and playable soccer simulation.



obvious choice, and Power Soccer offers two variations. The basic tackle (button X) is a relatively safe attempt to secure possession of the ball. A more serious challenge can be initiated using either the square or circle buttons. One of these tackles must be perfectly executed or you're guaranteed to foul the opposition. The final option is to catch the ball mid-pass via the intercept move (triangle button).



PSYGNOSIS FRANCE SPENT SIX MONTHS DEVELOPING JUST THE BASIC CONTROLS FOR ADIDAS POWER SOCCER

EVEN AS THE REST OF THE GAME WAS CODED, THE SYSTEM WAS IN A CONTINUAL STATE OF OPTIMISATION

THE FORMATION OF TEAM TACTICS



In these shots, both teams are using the same tactics, showing how each side reacts with a certain formation when attacking and when in defence.



In time honoured tradition, Adidas Power Soccer enables you to choose the formation of your team - and thus shape the potential performance of your team. An impressive selection of seven formations are available.

1. FOUR-FOUR-TWO

The default selection is also the most practical. This formation places equal importance on the midfield and defensive aspects of the game. Four players at the rear provide a solid defence, with a quartet of midfielders providing plenty of potential for a break to goal. Two strikers provide the finishing.

2. THREE-SIX-ONE

Something of an ingenious formation, the three-six-one relies on midfielders being able to operate in multiple roles. Should the opposition get a break, they're expected to support the defence, while the presence of only one forward means that the midfielders also set up (and perhaps score) the majority of the goals. A requirement for this formation to work really well is a world-class striker at the front.

3. FOUR-THREE-THREE

Perhaps the second most popular tactic after the ubiquitous Four-Four-Two. This formation provides a very strong defence with equal importance given to midfielders and strikers. This is something of an inspired team tactic to use provided you have versatile defender who can aid the midfielders in certain circumstances. The presence of three men up-front allows for multiple possibilities when it comes to finishing.



FORMATION DECISIONS
SET THE TEAM'S STRATEGY



4. FOUR-THREE-THREE LINE

As you might imagine, this bears more than a slight resemblance to the basic Four-Three-Three - the difference being that the defenders, midfielders and strikers all keep formation alongside one another (forming three human "strips" essentially). In terms of gameplay, this gives you an even greater sense of instinctive play - before you pass you know *exactly* where your players *should* be.

5. FIVE-THREE-TWO

Let's face facts - not many people are actually going to use this formation in the game. At least not in a two-player game. However, when you're playing one of Adidas' tournaments it can be heady. For example, you drew 1-1 on the away leg of a European match. Keep the score at nil-nil on the home leg and you'll go through on the away goals rule. This formation provides that strong defence. It's boring, yes. But it does happen in real life and it had to be in the game.



THE PLAYER IS CONTROL OF EVERY ASPECT OF THE GAME, FROM THE IN-GAME CONTROL TO THE MANAGERIAL DECISIONS
TACTICS TAKE ON A NEW LEVEL OF SIGNIFICANCE WHEN PLAYING LONG TERM TOURNAMENTS OR SEASONS

6. THREE-FIVE-TWO

A tactic for the confident manager who (rightly) believes that most of the work in setting up a goal occurs in midfield, as they break down the defence and supply the ball to one of two strikers at the front of the formation. Confidence is clearly the key here as the heightened midfield presence is at the expense of the defence. Reduced to three men, you need to make sure that the opposition don't make a break through your midfielders and blast through to the goal.



7. FOUR-TWO-FOUR

A bold tactic, placing equal importance on the defence and the forwards, compromising greatly in the mid-field department. A great deal of versatility is required from both defensive and striking players with this formation in order to make up the deficit. A great deal of chances are set up in midfield and with only two "full-timers" in these positions, they're going to need all the help they can get in breaking through the defence of the opposition.



PUBLIC ENEMY NO.1

HOW DID THEY DO THAT?

- IN PRODUCING WHAT IS ONE

OF THE BEST SPORTS SIMULATIONS OF RECENT TIMES, PSYGNOSIS HAVE EXPANDED THE ENVELOPE IN

COMBINING **STUNNING VISUALS** AND **REALISTIC** MOTION-CAPTURED ANIMATION WITH TRULY

SUPERLATIVE GAMEPLAY. MAXIMUM CHECKS OUT THE "BEHIND-THE-SCENES" STORY BEHIND ADIDAS POWER SOCCER...

Adidas Power Soccer is the first title to be developed by the French division of Psygnosis with a team of eight experienced staff members handling the work. Leading the development is producer Dominique Biehler (whose credits include Broderbund's Karateka and Prince of Persia), whose aim for Adidas was simple. Although the game was intended to be a simulation, his overall objective was "to create the most addictive and fun soccer game ever" - a most daunting task considering the wealth of stunning games of the genre already available.

Biehler's first consideration was the gameplay of the title above all else. Surprisingly, the control system was designed first with the motion captured animation added later. The intuitiveness of the system was the first concern for Kick Off fan Biehler: "Adidas Power Soccer has been designed to be a perfect mix of both FIFA and Sensible Soccer, but we're closer to

Sensi or Kick Off in terms of the spirit of the game." In all, he reckons about six months of development time was spent developing the controls of the game and then constantly refining them to get it just right.

Through the course of development, the emphasis was firmly on getting the gameplay mechanics right. Actua Soccer's main problem (the intrusive camera angles), was quickly disposed of in Adidas. Says



THE POWER OF **MOTION** CAPTURE COMBINES WITH INCREDIBLE GAMEPLAY

Dominique Biehler: "We chose one camera angle for the gameplay (that's the side view) and we optimised it right from the beginning of the development. We chose the three others for their spectacular aspect (the virtual camera), their historic aspect (sky cam) or for their tactical use (the panning camera)."

Another difficulty to overcome was keeping up a smooth, controllable foot-



"ADIDAS POWER SOCCER HAS BEEN DESIGNED TO BE A PERFECT MIX OF BOTH FIFA AND SENSIBLE SOCCER.

BUT WE'RE CLOSER TO SENSI OR KICK OFF IN TERMS OF THE SPIRIT OF THE GAME..." - DOMINIQUE BIEHLER, PRODUCER



According to Psygnosis France, the gameplay was conceived and programmed before the graphics were finished, with optimisation continuing through out the development process.



baller whilst using motion capture. Seamlessly moving from one movement to another without creating a disjointed sense of motion was also problematic: "That's the big challenge in using motion-captured animations in a simulation game... it's very difficult, but we did find a solution. But as we're alone in discovering this, we will try to keep this advantage to ourselves."

Of particular note to UK gamers is the commentary, which is based around the vocal talents of Brian Moore. A vast recording session took place with each of the commentators (there are different vocalists for different European territories, plus a choice of either male or female voices) and Psygnosis France recorded over a gigabyte of audio data which was compressed and stored on CD, taking up over 250 megabytes of space on the disc. For those of you interested, Brian sounds markedly more excited during the course of an Adidas match than he is when commentating for ITV...



THE GRAPHICAL CAPABILITIES ARE AWESOME



Once the basic outline and gameplay were developed, work began on producing what would eventually become one of the most graphically stunning systems of motion capture in sports simulation. In this regard, the systems used by Psygnosis France are pretty similar to what has been done before with games like Actua Soccer, only to

ADIDAS POWER SOCCER EXTENDED PLAY

an even grander scale.

Psygnosis brought in three professional footballers from French team FC Cercle de Dijon to perform for motion capture duties under the auspices of Bertrand Legoff's team using their "ActiSystem" apparatus. This system managed to produce some incredibly lifelike results - not surprising really as eight cameras in all were used to simultaneously record the action. The motion capture data was recorded on Silicon Graphics workstations using an application called SoftImage SuperFluo, after which Psygnosis France used their own programming skills to port over and compress the data for use in their PlayStation 3D engine.

Perhaps the most impressive aspect of the motion capture (along with the super-realistic animation) is the



sheer range of movements included in the game. In all, over 120 motion-captured animations made their way into the final code and this includes plenty of motion not directly connected with the basic game. This is what makes Adidas stand out from the crowd as players shuffle about regaining their footing after a shot and limp about for a while as they recover from injuries. It really is most impressive to behold.

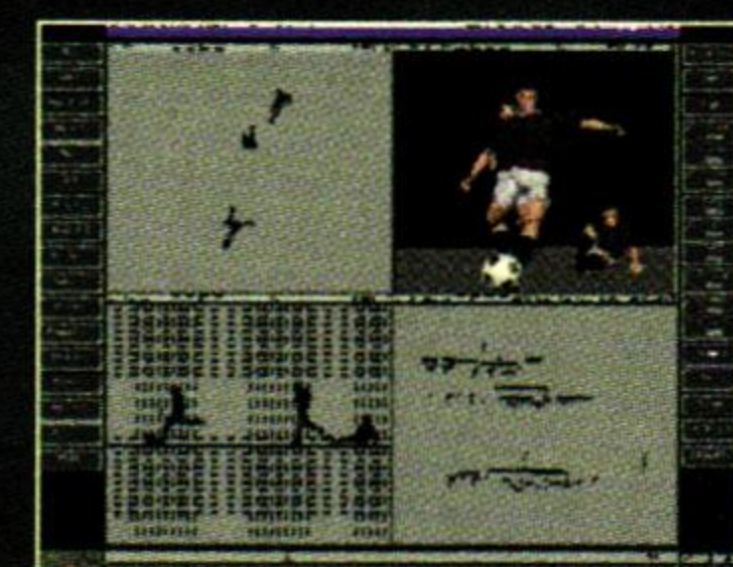
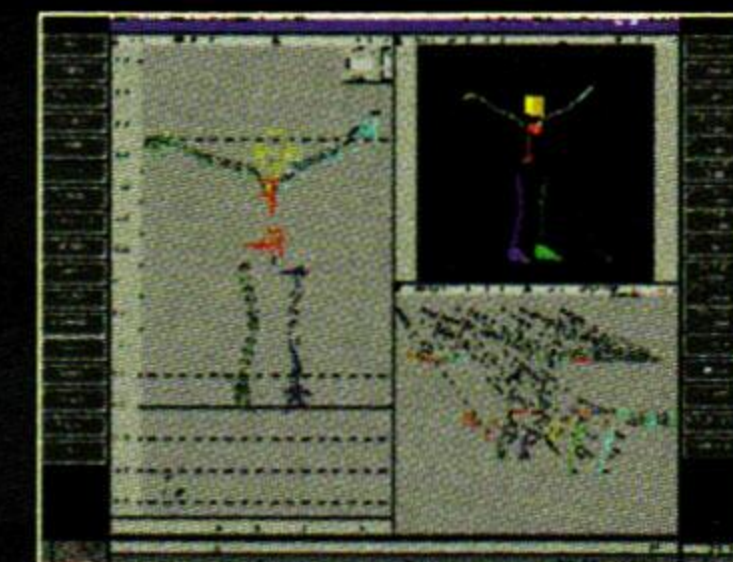
Also credited by Psygnosis for their help during production are the likes of Canal+ Sport, L'Equipe and France Football, whose input helped make the game look, play and move in a super-authentic fashion.

OF PLAYERS AND POLYGONS

Although a pretty powerful piece of 3D rendering hardware, the PlayStation isn't all-powerful in the arena of graphics processing, especially as precious processing time is eaten up with such matters as control systems and artificial intelligence.

The maximum number of polygons on an individual player tallies up to an impressive 300 - each of them texture-mapped. Obviously, when there's a potential 22 players on-pitch, this is going to cause the PlayStation some serious problems in keeping the speed up - particularly when there's a graphically excellent polygon-intensive stadium to draw as well.

Psygnosis opted for a most ingenious system (which is also being used in the forthcoming Formula One game). Basically, the programmers have created three different 3D models for each player. When viewed at close range, the full-on 300 poly model is used to portray maximum detail. When the view is an intermediate distance away from the camera (and thus there are more players on-screen), the PlayStation makes use of a less complex, 200 poly-



gon envelope. For views such as the pan camera, which can show just about every moving player in the game on-screen simultaneously, an even more stripped down 100 polygon model is used. Because of the range the players are away from the camera at this point, the PlayStation owner is happily oblivious to the compromise in quality.

The overall impression of the game is most impressive indeed...

Even the pitch itself in Adidas Power Soccer is modelled on the real thing. Despite the polygon intensive players, the detail on the backdrops remains most impressive indeed.

CREDITS

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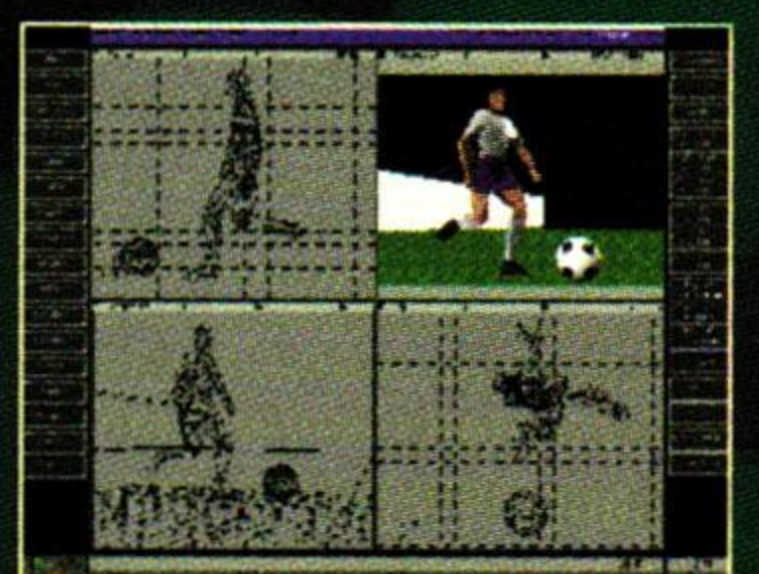
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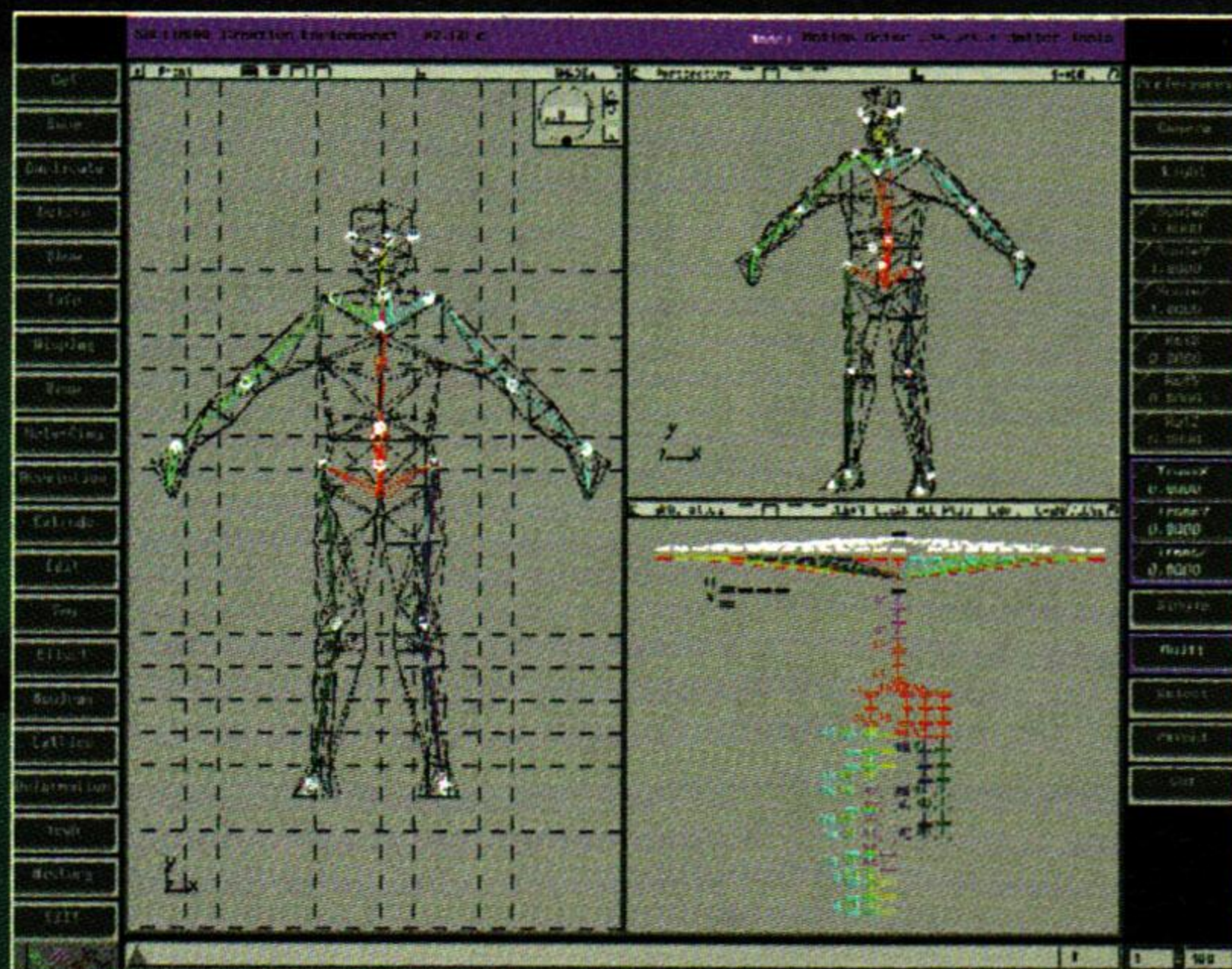
MUSICIAN
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JUNIOR PRODUCER
JEAN-BAPTISTE BOLCATO

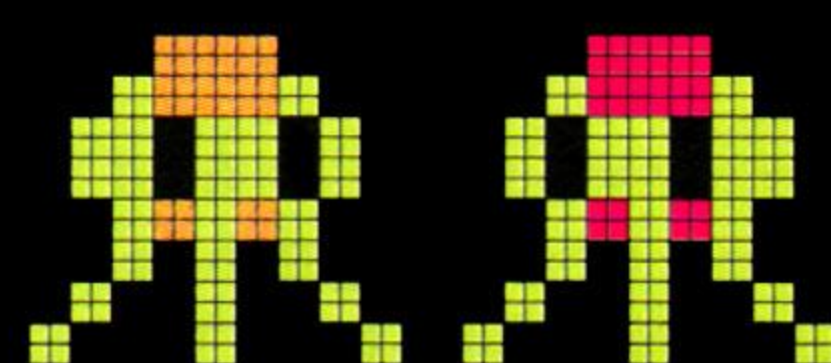
PRODUCER
DOMINIQUE BIEHLER (KARATEKA, PRINCE OF PERSIA, SHUFFLEPUCK CAFE, HUNTER, SARGON V, BUSHBUCK, LEATHER GODDESSES OF PHOBOS II...)



You can see the amount of work that went into the motion capture in Adidas Power Soccer - three professional soccer players were drafted in to help provide the movements.



Silicon Graphics workstations were used to process the motion capture data, which was then ported to PlayStation using Psygnosis' own specialised routines...



A VIEW TO A HILL

Experience **GUN GRIFFON** - The Eurasian conflict! A true master's title: Game Arts' Saturn debut is hot!

Part Two of the excellent **MAXIMUM** coverage begins here



Currently taking the import charts by storm is Game Arts' Gun Griffon, the game that many people are saying is what Krazy Ivan should have been. With its stunning 3D graphics and in-depth strategic blasting action, Gun Griffon has become something of an office favourite here at **MAXIMUM**. And why not? One word of warning though. It appears that Sega Europe are having to buy up the American version of Gun Griffon due to the amounts of Japanese speech and text in the game. That being the case, look out for a game called Iron Reign. It's basically Gun Griffon in all its glory, but obviously the Americans don't think that the Japanese name is conducive to shifting units - hence the sudden change.

Believe it or not, an official UK release (although inevitable) remains unannounced although Sega are virtually guaranteed to bring the product out in Europe at some point. A release date though remains "up in the air". This is because Sega Europe want a full-on PAL conversion with full-speed and no borders, and this kind of thing takes time to implement.

In the meantime, settle down and ready yourself for part two of **MAXIMUM**'s top-notch Gun Griffon coverage, which includes previews to all of the "hidden" missions in the game.



Master the array of devastating weaponry! Take no prisoners! Kill! Destroy!

The gallery of Gun Griffon destruction. Be sure to know exactly which weapon to use in which situation. Couple this advice with a sound strategic brain and you should have no problem in getting to the heady heights of levels seven and eight - where the fun truly begins.



KNOW YOUR WEAPONS

Before you can become a member of the Japan Foreign Legion, you must know what each weapon is capable of and in what situations to use them in. We aren't going to wet nurse you through this - however, we will give you some idea of how powerful each weapon is. Bear in mind that the damage range of just about all of the enemies is between 50 and 180 points of damage. Study each weapon's capabilities before setting out into any battle and use the easy Exercise levels to see what these babies can do.

1. Gun

A good weapon to take out AWGS and can be used very effectively if taking a sniper position. An example of such situation is in the forest on the Fox Hunt mission.

DAMAGE 100

2. Machine Gun

A weapon that is useful in taking out choppers due to its speed. Also good for shooting at tanks from a secured position. As you can see from the power of the weapon, it isn't particularly damaging at all.

DAMAGE 4 (per hit)

3. Auto-Targeting Missiles (ATM)

Takes a while to line up and get a lock-on, but once it hits, see ya! The lock-on system is very unwieldy, and this is best used when you're lined up square-on to your opponent.

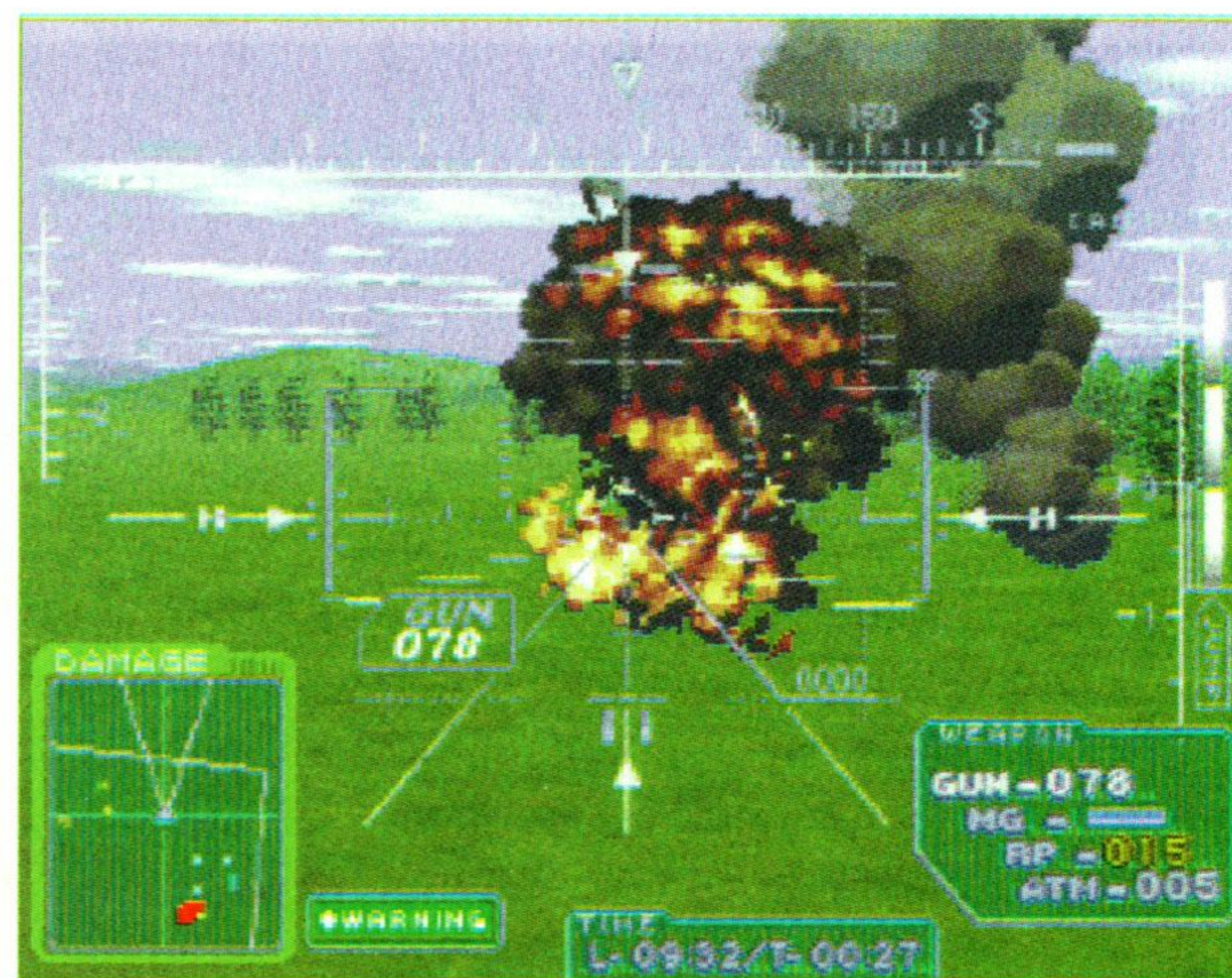
DAMAGE 200

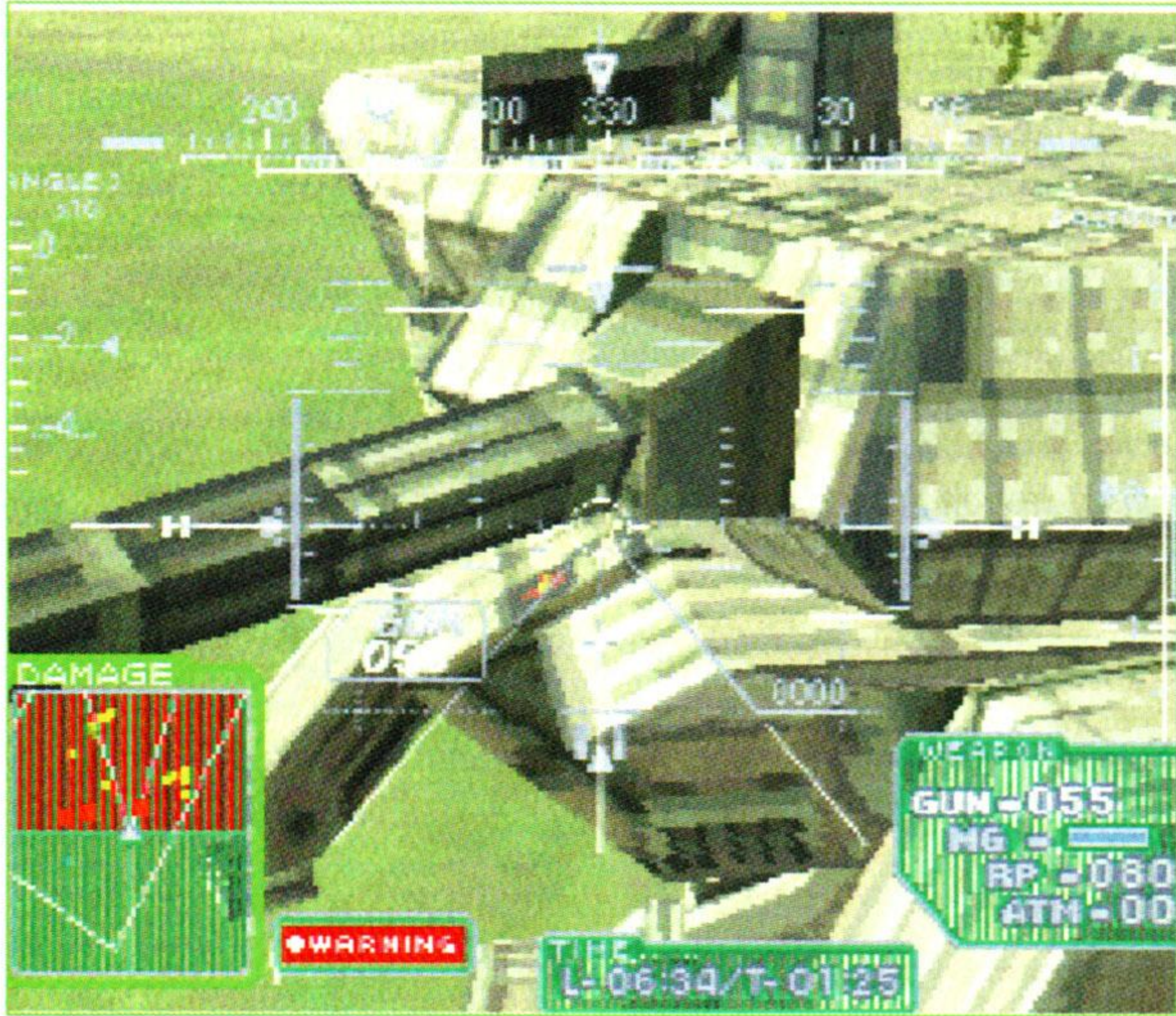
ROCKET POD

A weapon that destroys without discrimination. Can be fired in a small or large bursts, depending on how long the button is held.

Good for taking out a group of enemies in a small cluster. This weapons has excellent satisfaction value when used in conjunction with the jump.

DAMAGE If they all hit one target, 180. A single rocket is 10.





The shots on this page show a montage of action from the first quartet of missions that Gun Griffon has to offer. Look for more details on these assignments in the Extended Play in **MAXIMUM** issue #5, and turn over for pics of the last four missions. Marvellous.

INITIAL MISSION REVIEW

In the last issue we gave you a solid preview of the first four levels in Gun Griffon, all of which are instantly selectable. These summaries should tighten up your strategies and allow you to gain access to two extra missions (more about those later). As you complete these, another duo of super-tough missions crop up.

Mission 1: Dandelion Seed

A relatively simple mission that shouldn't be too much of a problem. To complete the mission, destroy all enemy units. During the game, 3 enemies come south in a surprise attack, so be prepared. Another event during Mission one, is that a group of AWGS attack from the north. This occurs when there is 3'22" on the clock. So try to spare some form of ammo as the AWGS are the toughest opponents during this mission. The sheer amount of weaponry you're laden down to begin with means that this mission is



Mission 2: Dark Servant

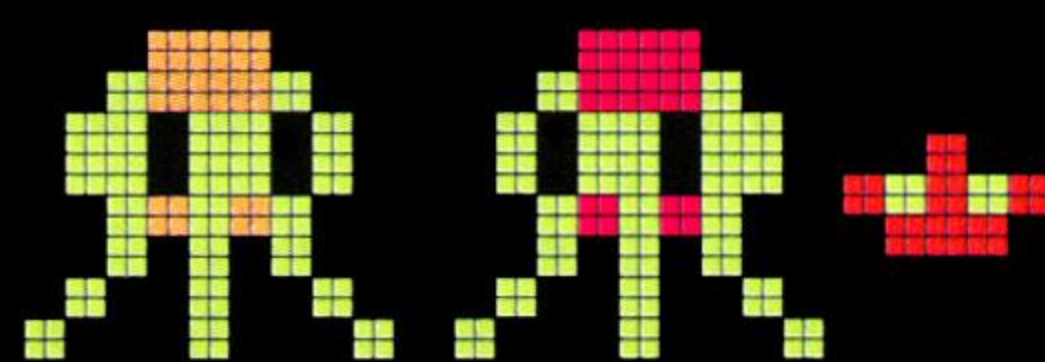
This mission takes place at night so the enemy have the advantage as they don't really need to attack. They all stay in one place, waiting for a rookie pilot to walk into their trap. Once the trap is sprung, the enemy shoot the living daylights out of their victim. So the best tactics to employ are to stay on the rooftops of the derelict buildings and sniper the enemy units from above.

Mission 3: Fox Hunt

The third mission is where the going becomes a lot tougher. The terrain is covered in snow and the constant blizzard doesn't help in the visibility stakes. Unlike the first mission, you must enter each little skirmish with extreme caution as most of the armed enemy units are lethal. Stalking is the key word here. Use the night vision and enter the forests. From there, destroy enemy targets and if done correctly, they won't have a clue where your position is. The enemy AWGS come in to reinforce the area for the Siberian Express carrying supplies to Russia. This will occur around 4'22". Hide into the woods until 2'33" when the train will come hurtling down the track. The best weapon to use is the rocket pod so try to conserve the RP until the end.

Mission 4: Bloodstorm

The APC orders you to help out a small nation to gain their independence from Russia. The mission's basic objective is to blow the seven shades out of the enemy. It is an advantage to round up the enemy in their small groups. Watch out for the enemy High Mac as this is probably the hardest opponent during this level. He's extremely fast, and he's good practise for some of the later levels. Otherwise, there is no clear strategy to use on this level. Just keep an eye out for the scanner, and trace the movements of your chopper, making sure to clear out the area when any enemies are in the 'hood.



CHOOSE LIFE

EXTENDED PLAY



Chicken Cage is a fairly sedate mission compared to the likes of Iron Storm and ShockWave, but it teaches you the basics and gives you plenty of weaker targets to take out in a blaze of glory. The picture above is a good example...



As in all of the missions, defending your chopper is the first priority. Secure the area in order to rearm and get some of the damage on your High-Mac repaired.

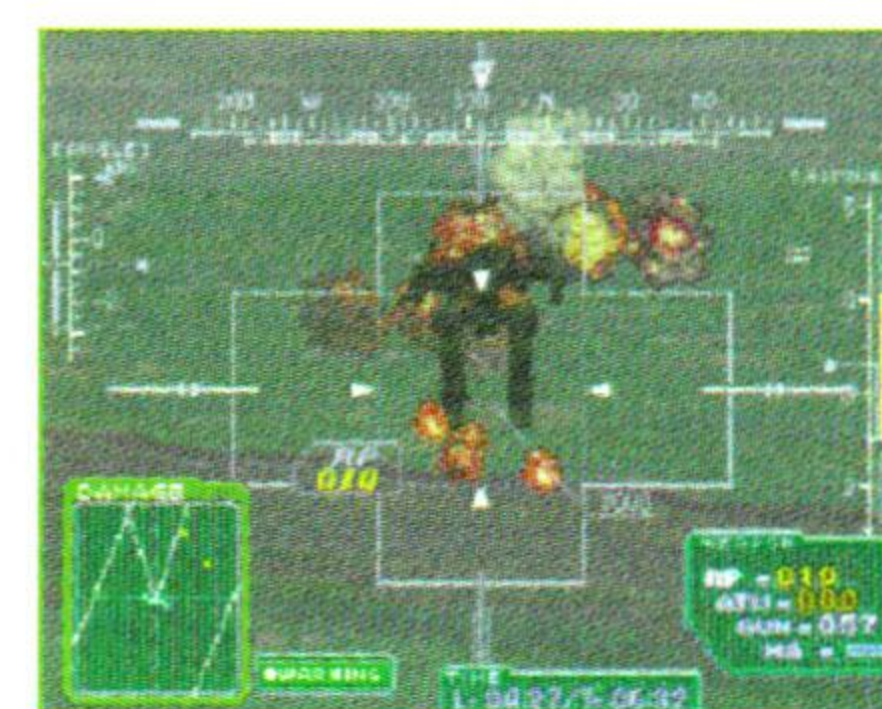
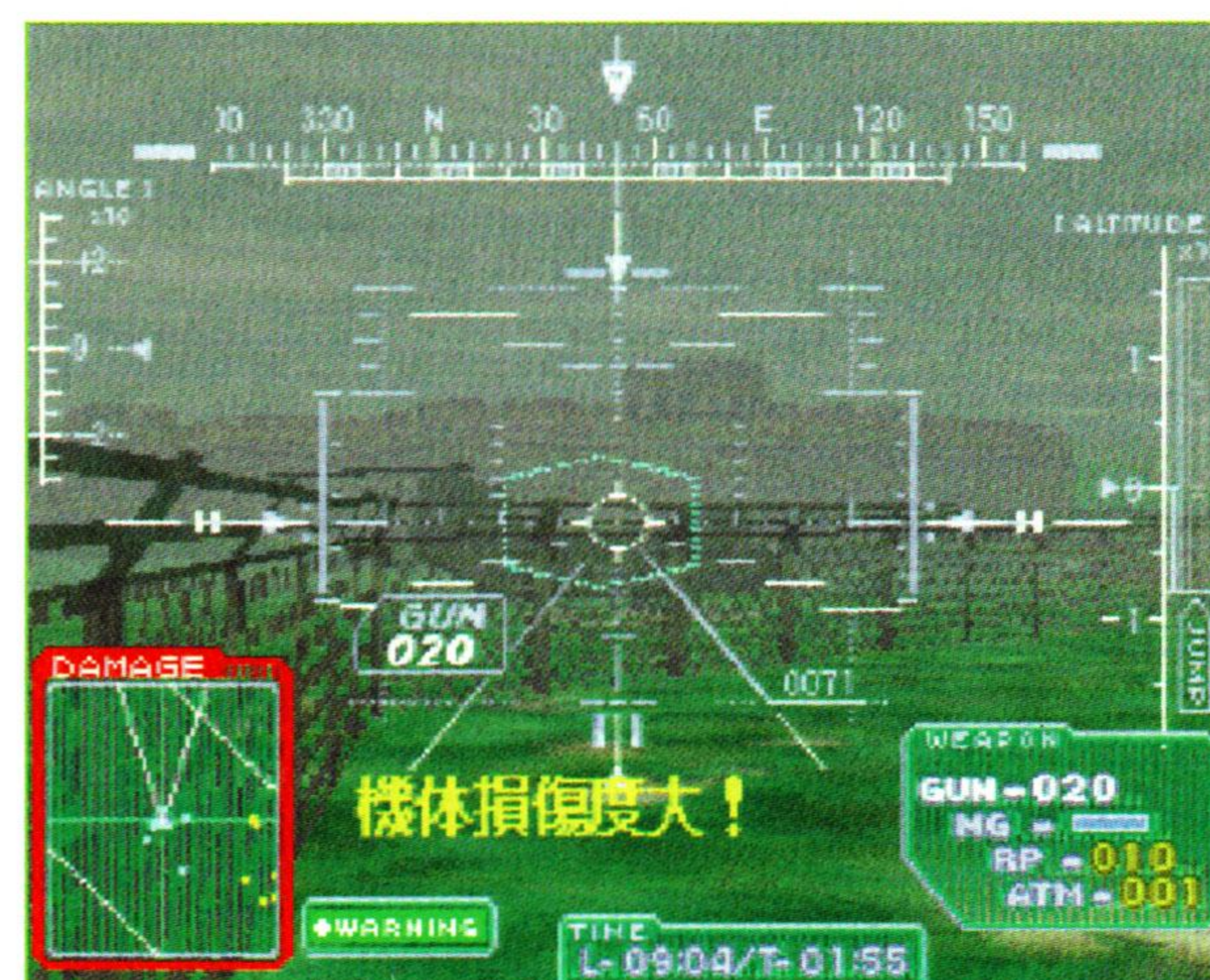
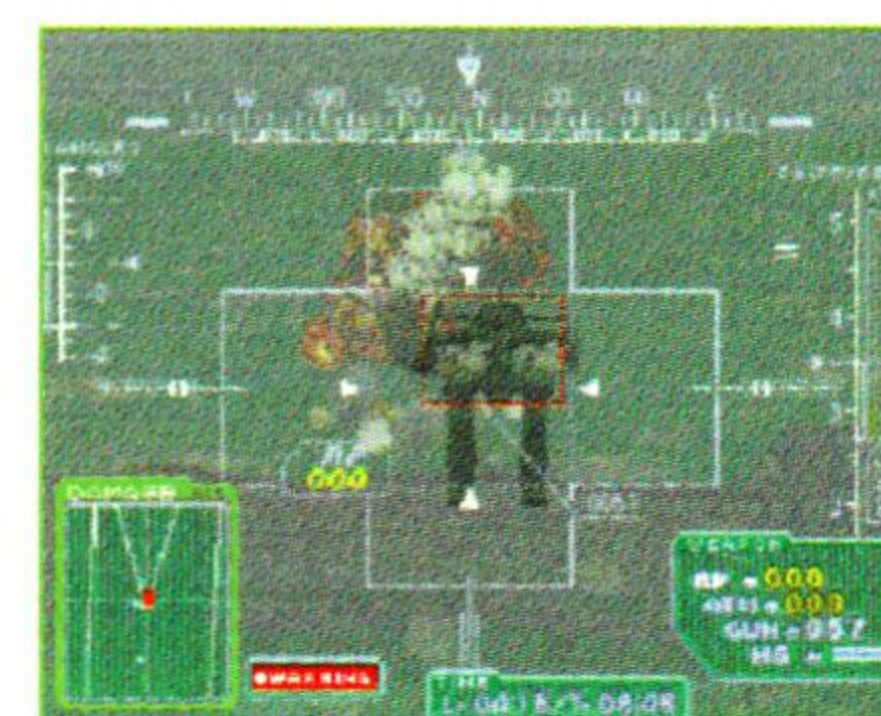
Operation Initiated: Mission "CHICKEN CAGE" Engaged!

Set in a rainswept base, it is the job of the Japanese Foreign Legion-501 to secure the area and protect the installation from an attack instigated by the Pan-European union. The problem initially with this mission is that you have no jump facility. Since a lot of the action takes place inside those walls, you're going to have to get hold of this capability pronto. Another problem is the severe dearth of ammunition on offer.

Both problems can be solved relatively quickly, by meeting your rendezvous with the supply chopper, which tools you up with huge amounts of ammunition *and* engages your leaping facilities. Now you are ready to leap over the wall and do battle with the main enemy ground forces.

This section of the level should cause you no problems. However, by the time the mission time reaches 2'33", you're in trouble. Realising that the PEU forces are in deep trouble, the enemy have sent a battalion of helicopter gunships to reinforce your position. Luckily, these are still the weaker Apache types, and by switching to your Machine Gun, you should be able to gun them down like stinking pigs! Realising that this is not enough, PEU High Command despatch a second wave of gunships to take you down, with these mothers scheduled to arrive at 3'10" into the mission. Again, the same tactics pay dividends - just blast away with the Machine Gun to despatch these airborne pests.

Think you're tough, having survived the airborne onslaught? Well, things are set to get even harder, as the PEU's crack forces arrive from the north. By cloning the technology of the Japanese Foreign Legion-501, the PEU have developed a High-Mac robot system almost the equal of your own. Equipped with rocket pods, they can jump and spray down a huge amount of devastation. Your only hope is to catch them in the skies, and



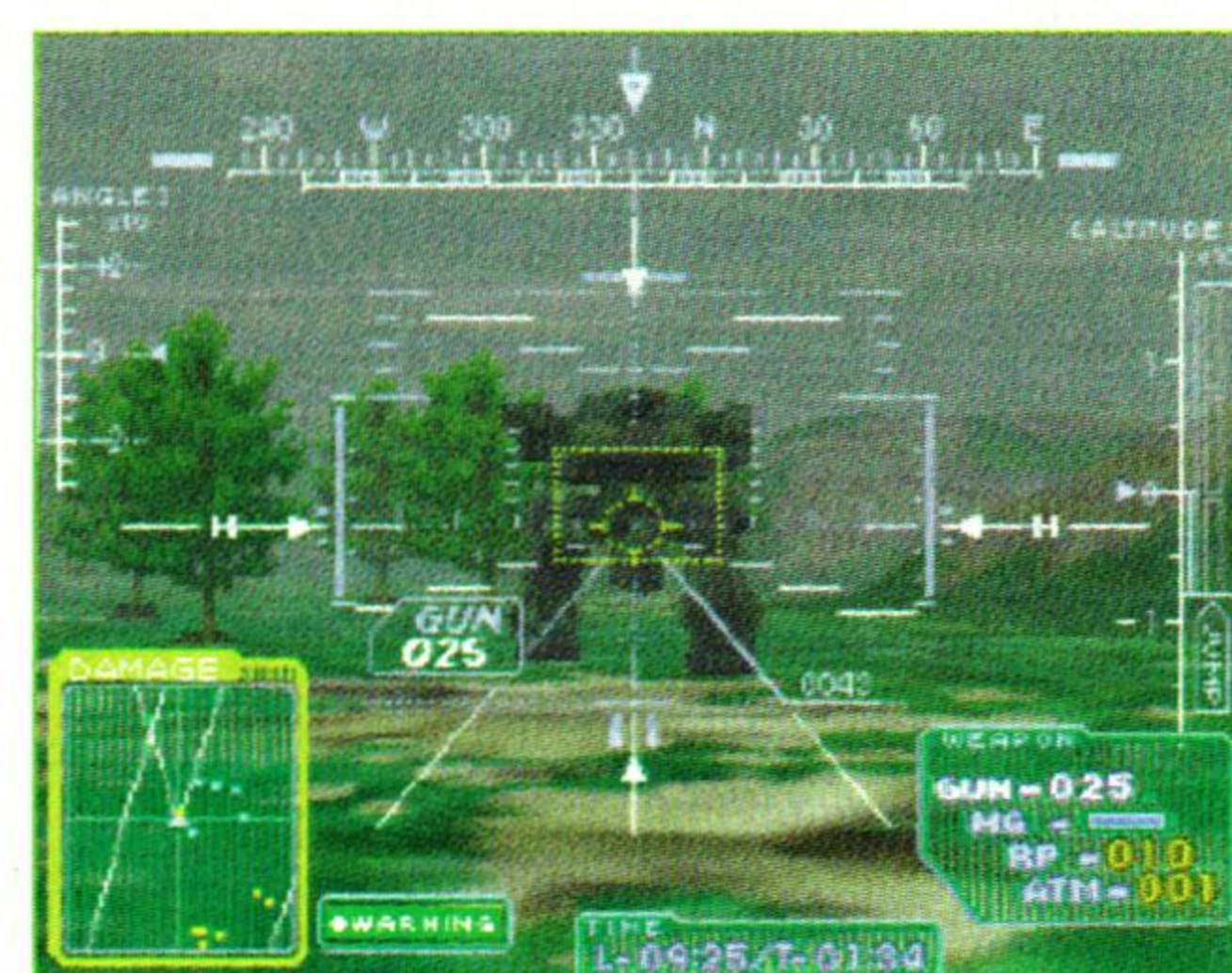
The walled "Chicken Cage" above is one of your first obstacles. You need to find your helicopter in order to get the necessary jump pods with which to vault the wall.

take them down using your own Rocket Pods. This weapon is recommended for this task as the amount of time you have in the skies is limited - you need to take them down fast, and the Rocket Pod is best for this.

Gun down marauding foes!

Overall, Operation Chicken Cage is initially a very tricky mission, with many tricks and traps designed to take out the clumsy High-Mac operator. You need to rationalise your movements, take each part of the mission a step at the time and constantly be alert for flashing blue dots on the radar - these signify the arrival of a supply chopper, which you need to protect and then use to restock your weapons.

Yes, Chicken Cage is tough, but learn the basics of survival here and you're well set up for the dangers of Operations ShockWave, Iron Storm and the Final Mission.



Assignment "SHOCKWAVE" has begun!

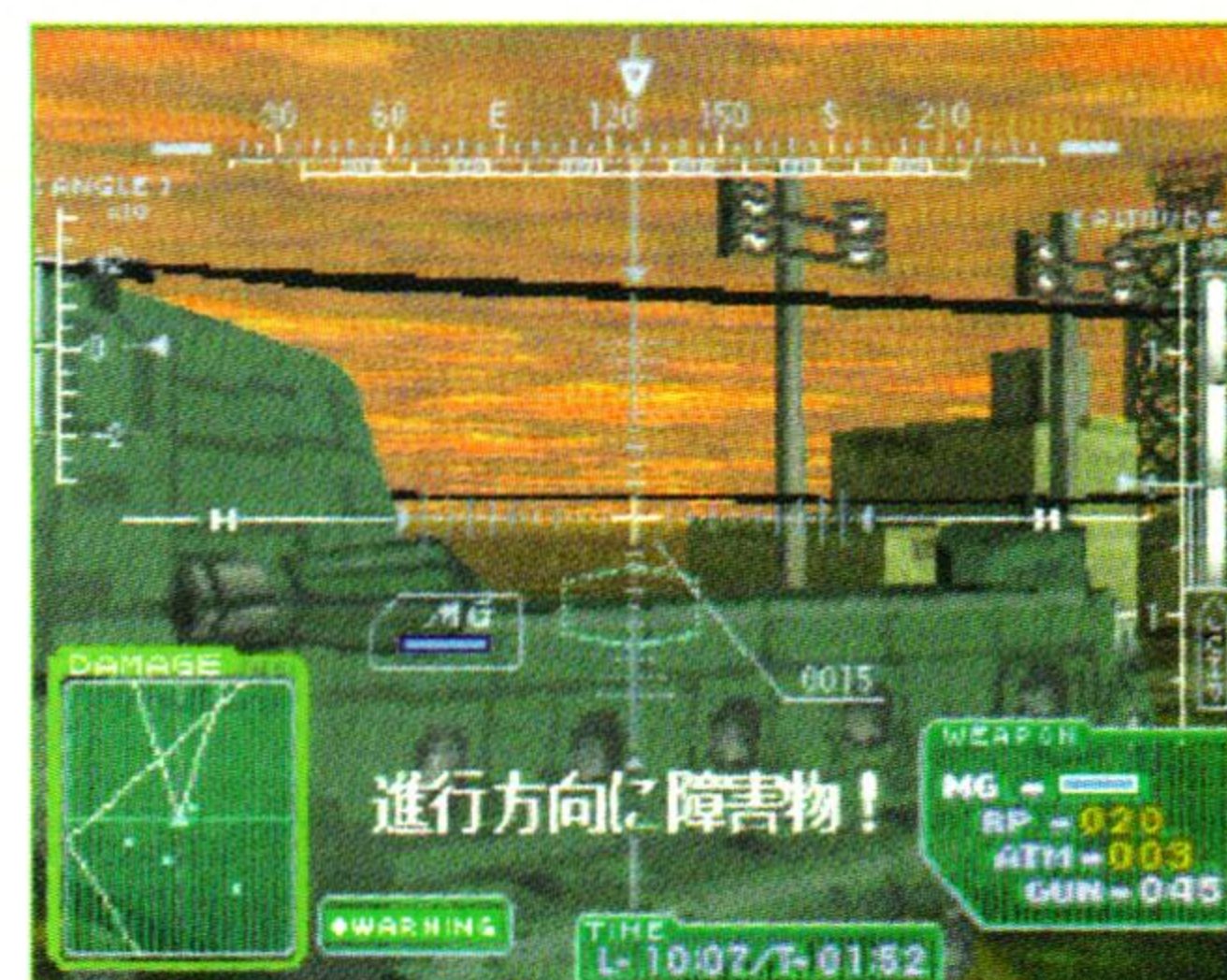
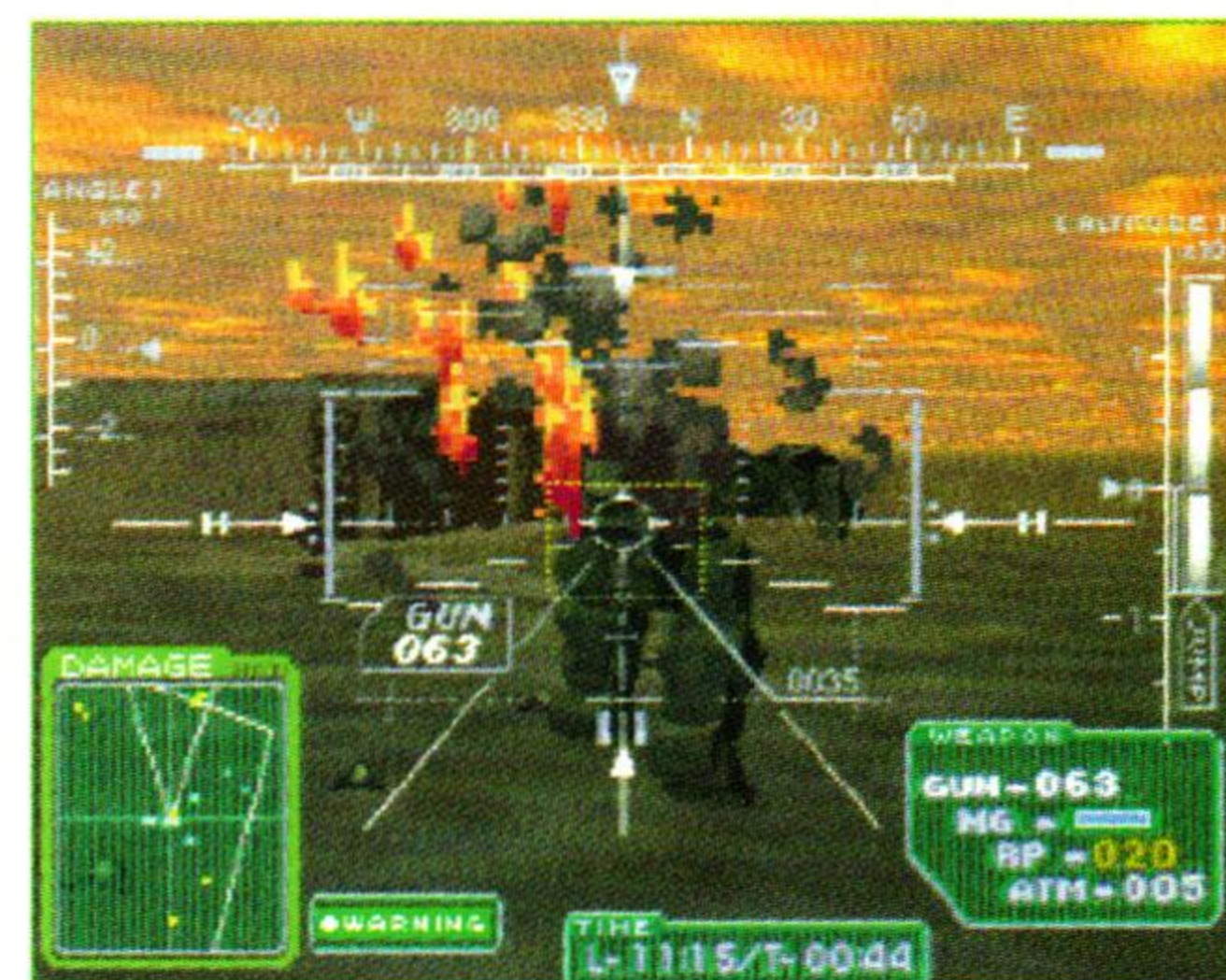
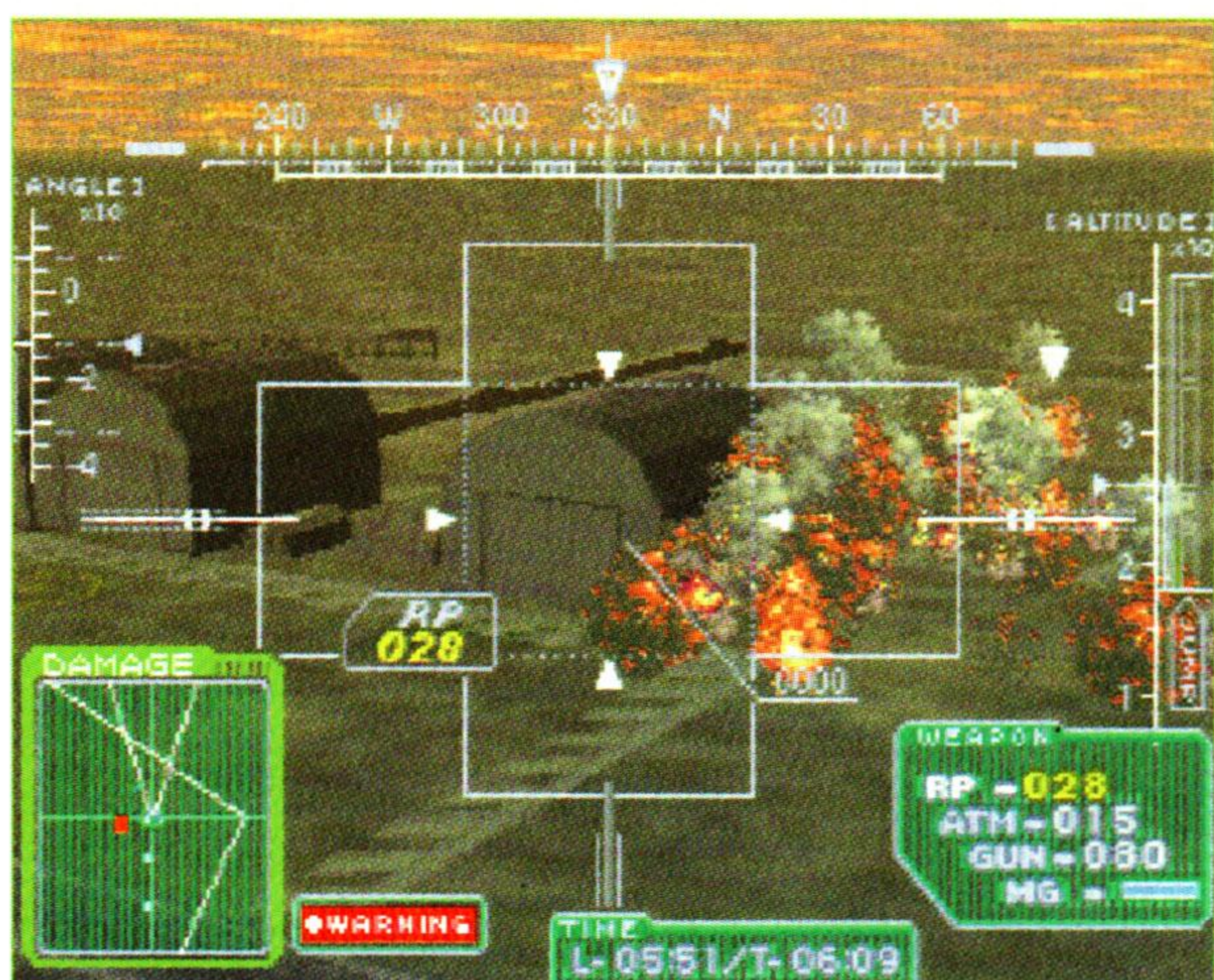
Operation ShockWave is the ultimate dilemma mission. It's set in a high-tech military base at twilight. A C-17 supply plane is being loaded with essential munitions and rations for the front-line forces and it is important that you guard this 'plane with your very existence. If it is destroyed, so are your hopes of finishing this mission and moving on to the last duo of assignments.

The dilemma is this: should you actively go out, seeking and destroying your foes or should you stay close to the C-17, taking on the enemies as they appear (and allowing them to group and attack in force)? The actual answer to this is to use both tactics at various times. The first thing to do is check out the map when you take on the mission. From here you can see that the runway is basically L-shaped, with enemies either attacking from the south and the west.

To begin with, it's relatively easy to stay with the 'plane, picking off the small fry forces that are sent to attack you. These tactics are fine and dandy, until the smelly brown stuff hits the spinning bladed air cooling device.

Defend the C-17!

When the mission timer is at 2'2" you can expect an onslaught of devastating proportions as the enemy send in their helicopter gunships. Stay where you are, standing your ground and use the Machine Gun to down these mothers. Your sharp-shooting skills are needed here as the gunships are equipped with Rocket Pods, designed to destroy both you and the C-17. The enemy follow this up with two more sorties arriving at 3'10" and 6'10" respectively. Expect fast-moving High-Macs to arrive at these times. Make sure you use the Rocket Pods for the harder targets. Just about any weapon apart from the ATMs should do the job nicely. The second wave arrives just as the C-17 takes off. Defend it as it flies away then take flight yourself away from your foes if you're particularly damaged. A most cunning tactic indeed and one necessary to survival in certain circumstances.



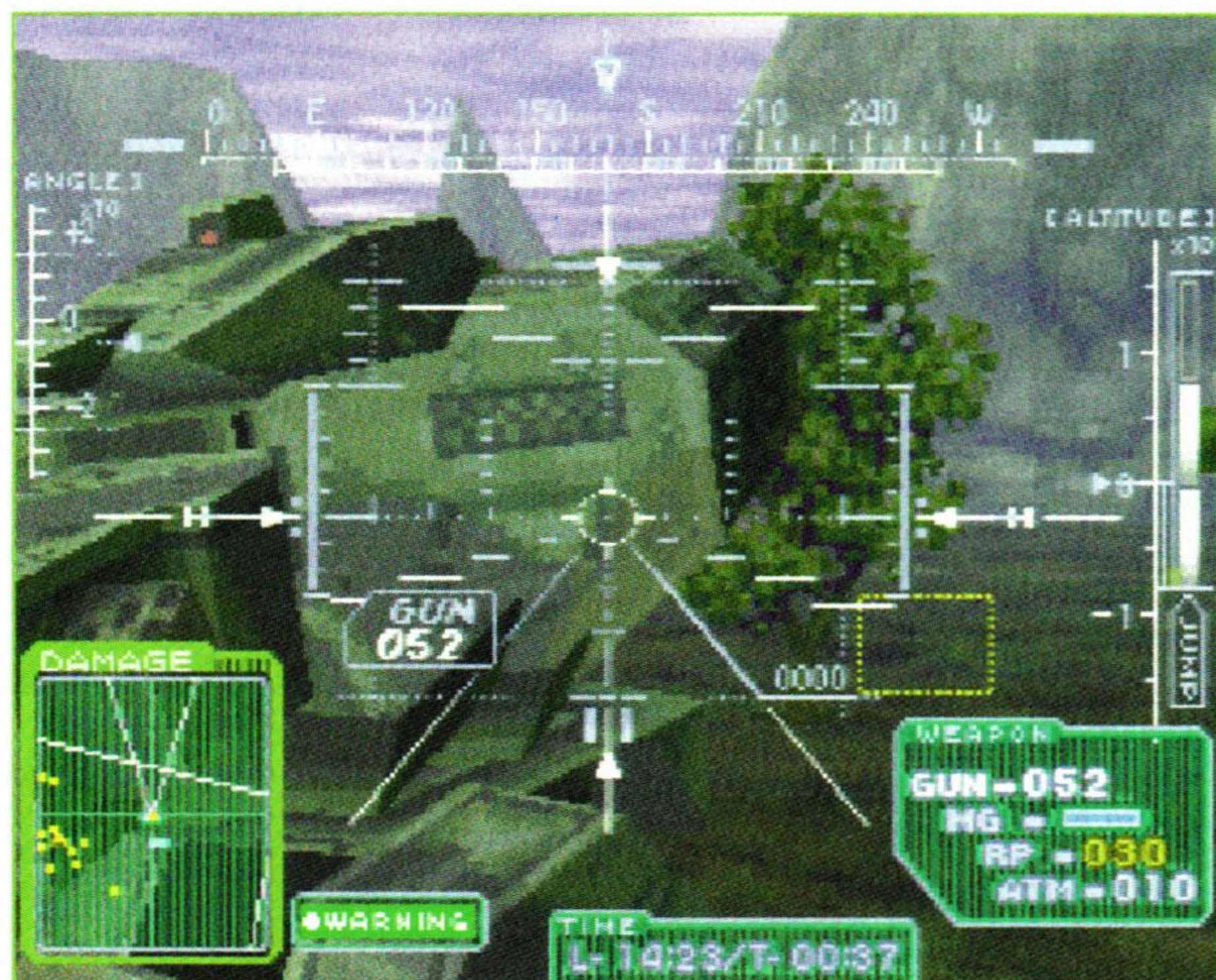
This particular mission gives you multiple targets to defend. The C-17 is of course the main piece of hardware to protect, but your helicopters (above) keep you in the game.

The Rocket Pod plays a big part in taking down some of the harder targets in Operation ShockWave (right). Just as in the earlier missions, using the Machine Gun is best for downing gunships (middle). The C-17 Supply 'Plane makes a clean getaway (far right).



TOO MUCH TOO YOUNG

EXTENDED PLAY



Enter operation "IRON STORM" - The hardest mission in the game!

Aha... it all becomes clear. The European and the Asian nations have been manipulated into war by the starving Russian state, who have used sinister underhand tactics in order to bring the world to the brink of all-out war. Payback time starts here, as the Japanese Foreign Legion-501 are dispatched to take out the menace. The graphics here are perhaps the best in the entire game, with an excellent mountain range dominating the level with excellent 3D clipping (ThunderHawk take note!).

Unfortunately this mountain range also causes a vast amount of problems for you, as obviously, you can't shoot through sheer rock. Taking a vantage point on top of one of the mountains doesn't help, and only by jumping and using the Rocket Pod can you effectively take out the most difficult targets.

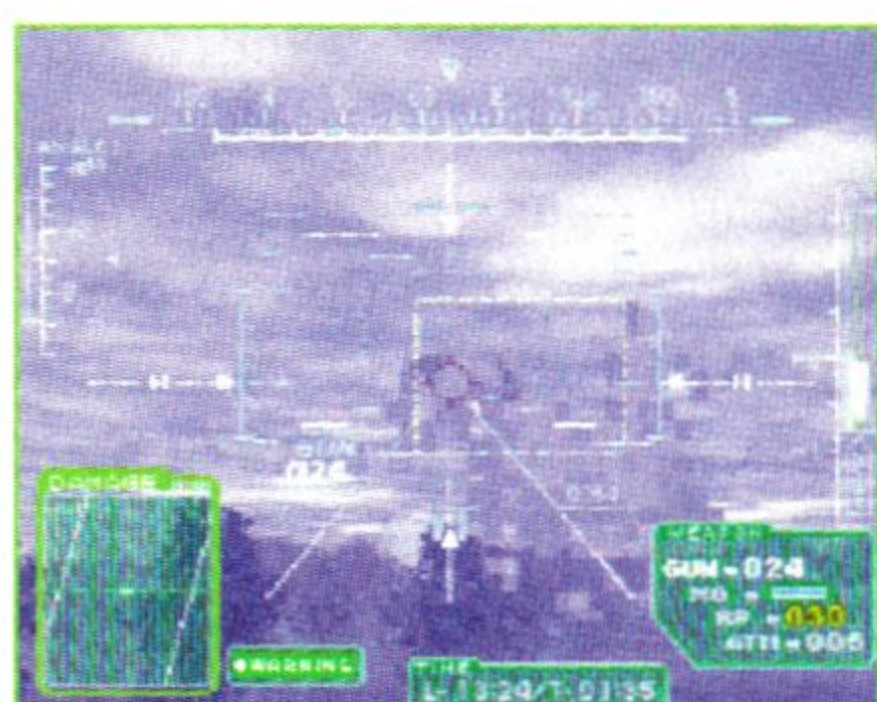
Making matters worse is the fact that you are supposed to be escorting a small, hand-picked team of units through the mountains, defending them against all attackers. Again you need to prioritise: should you go ahead and clear a path and risk a surprise attack? Or alternatively, perhaps you should stick with the units and weather a full-on offensive from the enemy?

One thing is for sure, and that's the fact that Operation Iron Storm is by far the most difficult mission in the game.



Your radar scope allows you to get a good idea of where the enemy are - even if the foes are behind the mountains they still appear. However, the forest totally negates the power of the radar, so stay out in the open, using the mountains as cover.

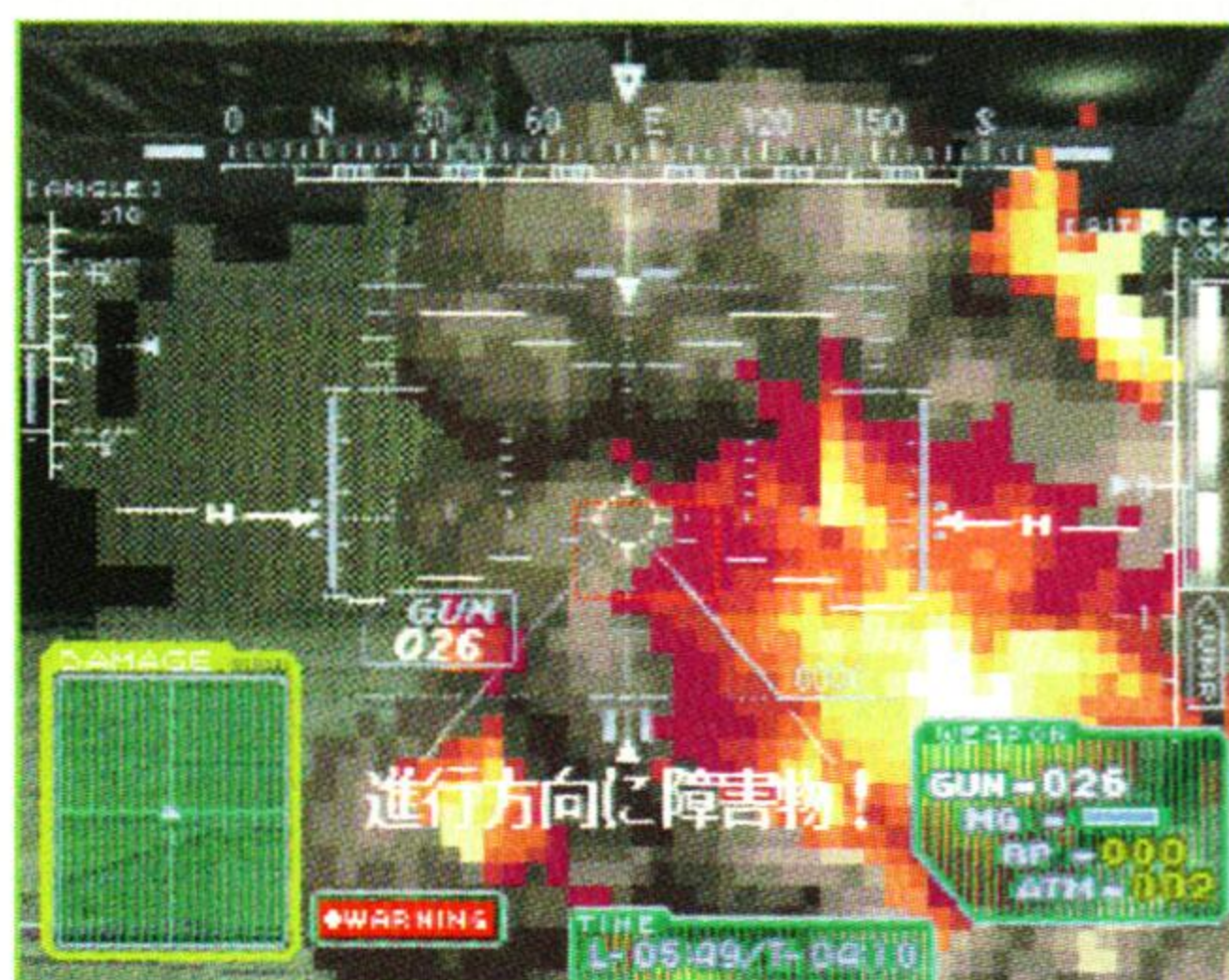
Iron Storm is a game packed with rampant carnage, as the vast explosion feast in the picture to the right reveals. This particular chunks every type of military hardware at you remorselessly. You need all of your skills to survive...



THE INCREDIBLE CLIMAX: MISSION AURORA!

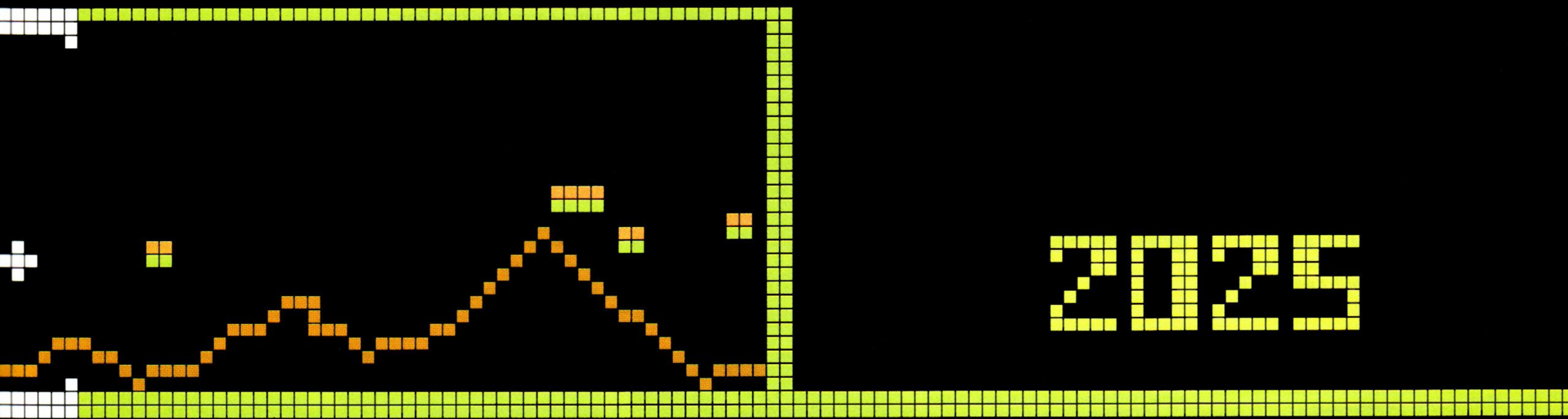
Having had their duplicity exposed and their military arsenal annihilated, the Russians would seem to have been defeated. However, word reaches the Japanese Foreign Legion-501 that a mad general has taken up residence in an underground bunker and wishes to assure Russian dominance by blowing up the rest of the world with an enormous missile!

Of course, you are the only unit capable of breaching the Russian defenses and then entering the base, taking on whoever crosses your path. To begin with, the CPU controls your actions, taking you into the base and not handing control back to you until you face your first wave of resistance. This isn't quite as bad as you might imagine - in fact, this level is pretty easy. As you get deeper and deeper into the base, more and more tanks come after you, and these are of the rapid-fire variety. The trick here is to keep your distance and use the Gun to blast them while you are out of range. The final confrontation is trickier, with a range of super-speed High-Macs coming after you. Speedy reactions are all you really need to blast through these mothers. Then you find yourself confronted by the largest nuclear missile in the world... Luckily, this is pretty easily defeated - just throw all of your ordinance at it and watch it blow up in a most spectacular fashion...



The final mission sees you taking on the fastest-moving opponents imaginable! Blast those High-Macs and locate the hidden missile. Destroy this and the safety of the planet is assured for the time being...

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GT

The secrets of... PANZER DRAGOON ZWEI

Prepare yourself for the terrors of... Panda's Box!

DRAGOON CHOICE

Take your pick from one of ten dragons including four that cannot (as far as we know) be accessed during an ordinary game. Selecting 'GROWTH' allows your dragon to develop as normal, while any of the others means you are stuck with the same dragon for the entire game. They are as follows:

HATCHLING - Lugi's first incarnation and the form you see in Panzer Dragoon Zwei's intro. The blue and white backed Hatchling locks on to a maximum of four low powered blue lasers in one blast, and fires puny red energy darts from his pistol.

GLIDELING - Similar in appearance to the Hatchling with a grey and blue back, this dragon fires the same lasers as the Hatchling, though with a maximum lock of five missiles.

WINDRIDER - A cool red and grey looking dragon with small orange lasers, low powered red shots and a total number of six lock-on projectiles.

ARMONITE - An orange and white juggernaut with large orange lasers (maximum lock eight) and large red energy darts. A fair sized energy bar too.

BRIGADEWING - In Lugi's strangest form, she looks more like some kind of mutant flying chicken than a dragon. Still in this incarnation she packs a mighty punch, with high powered yellow lasers of death (max lock ten), and red homing pistol shots.

SKYDART - This sleek blue pointy-nosed fan-tailed dragon not only fires ultra powerful lasers (with a maximum number of twelve lock-ons) and incredibly rapid blue energy darts, but has a special high speed aiming mode which allows players to angle their sight at 45 degrees between views, thus covering those pesky 'blind spots'. It is also the only accessible dragon with the ability to roll.

PUP - A tiny pre-hatchling incarnation with green lasers and multicolored shots which actually do a fair bit of damage. However, the Pup has the smallest energy and berserk bar in the game. A novelty dragon.

GUARDIAN DRAGON - This is in fact the first incarnation of the enemy Guardian Dragon encountered on the first episode. He's huge, fires a deadly stream of multicolored bullets, and utilises unlimited ridiculously powerful sparkling laser projectiles! He also has an energy bar that almost covers the entire length of the bottom of the screen.

TYPE_1 - The original Panzer Dragoon beast! His offensive capabilities are tip top, though the size of his energy bar leaves something to be desired. A few hits from the final Mother Dragon and it's game over! Max lock: shitloads!

TYPE_2 - The final enemy from the original Panzer Dragoon! This is the most powerful (not to mention biggest) dragon available. A behemoth and no mistake. Max lock unknown.



The original Panzer Dragoon steed (far right) has a powerful pistol shot and an almost unlimited max laser lock. It also has a tiny energy and berserk bar making tackling the final two bosses all the more difficult.



VORSPRUNG DURCH TECH-NICAL!

After our titanic Panzer Dragoon Zwei Extended Play in issue #5, **MAXIMUM** continues its unprecedented coverage of Team Andromeda's awesome 3D blaster by taking a closer look at some of the games many hidden features, including the full low-down on the ultra-secret Panda's Box.

DISCOVER LUGI'S FINAL METAMORPHOSIS!

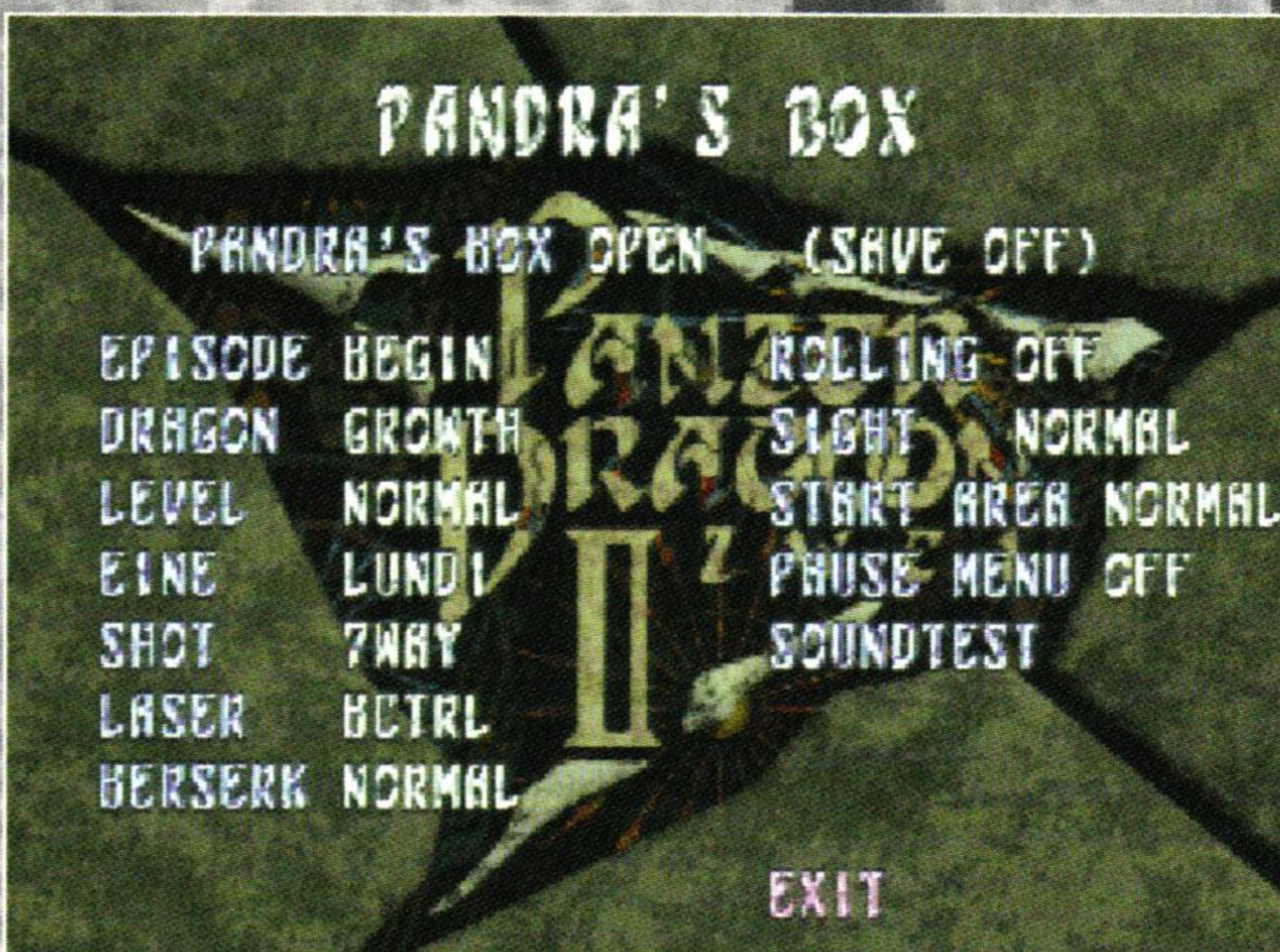
It is possible for Lugi to develop beyond her Brigadewing incarnation for the final three episodes. We're not entirely sure precisely how to achieve this, but we do know it involves following the most difficult routes on episodes two and three, and the hidden route on episode four. Score an average shoot down ratio of above 95% (a couple of 100% help) and at the end of the fourth episode Lugi transforms into the awesome Skydart. Achieve a shoot down ratio of around 98% on the final two episodes (five and six) and Lugi grows again for the final confrontation, this time into Type_1, the dragon from the original Panzer Dragoon! Defeat the final boss in this form and you're in for a spectacular ending!



UNLOCK THE SECRETS OF PANDRA'S BOX

Gaining access to Panda's Box couldn't be easier. Simply complete the game in one sitting (you are allowed to continue), defeating both the mother dragon and the dragon larvae (guardian dragon). After the game's end sequence, return to the main options screen and the new heading 'Panda's Box' will appear between Player Data and Exit. The criteria for summoning the final guardian dragon is not clear, but if you complete each episode with a decent kill ratio, you should be okay.

BEST PLAYER DATA			
	SCORE	P-NO.	W-TIME
EP-1	12780PTS. (210)	86'23	(210)
EP-2	89610PTS. (15)	86'23	(210)
EP-3	12780PTS. (210)	86'23	(210)
EP-4	98200PTS. (296)	61'08	(264)
EP-5	98530PTS. (75)	88'10	(314)
EP-6	156900PTS. (49)	63'53	(81)
EP-7	192830PTS. (282)	85'50	(258)
EP-7-2		26'23	(156)
EXIT			



PLAYER DATA			
TOTAL PLAY NO.	330	TOTAL TIME	32'41
TOTAL RECORDED GAME NO.	10		
HI SCORE	680820PTS.		
BEST SHOT DOWN RATIO	100.0%		
EP-1	EP-2	EP-3	EP-4
100.0%	100.0%	100.0%	100.0%
BEST DRAGON BUNK	WINGED DEATH		
EXIT			

Hmmm. When it comes to a challenge, **MAXIMUM** is more than ready to take on anything. Like getting 100% on every level in one game of Panzer Dragoon Zwei (above). When all the options have been revealed a special title screen remix tune will play signifying your greatness every time you enter Panda's Box.

OPEN AND SHUT CASE

Panda's Box has two states: open and closed. When the Box is closed, you play an ordinary game, the results of which are saved to your Saturn's internal memory for inclusion on the player data stats screen. When the Box is open, any of the features you have selected within the hidden options screen are incorporated into what is known as a 'Box Game'. Box Games can be tailored to your precise requirements, and often make for an entertaining diversion from the 'ordinary' quest game. However, the results of a Box Game are not saved to memory, so you can't just pick the best dragon and weapons in the hope of getting a few easy 100% kill ratios.



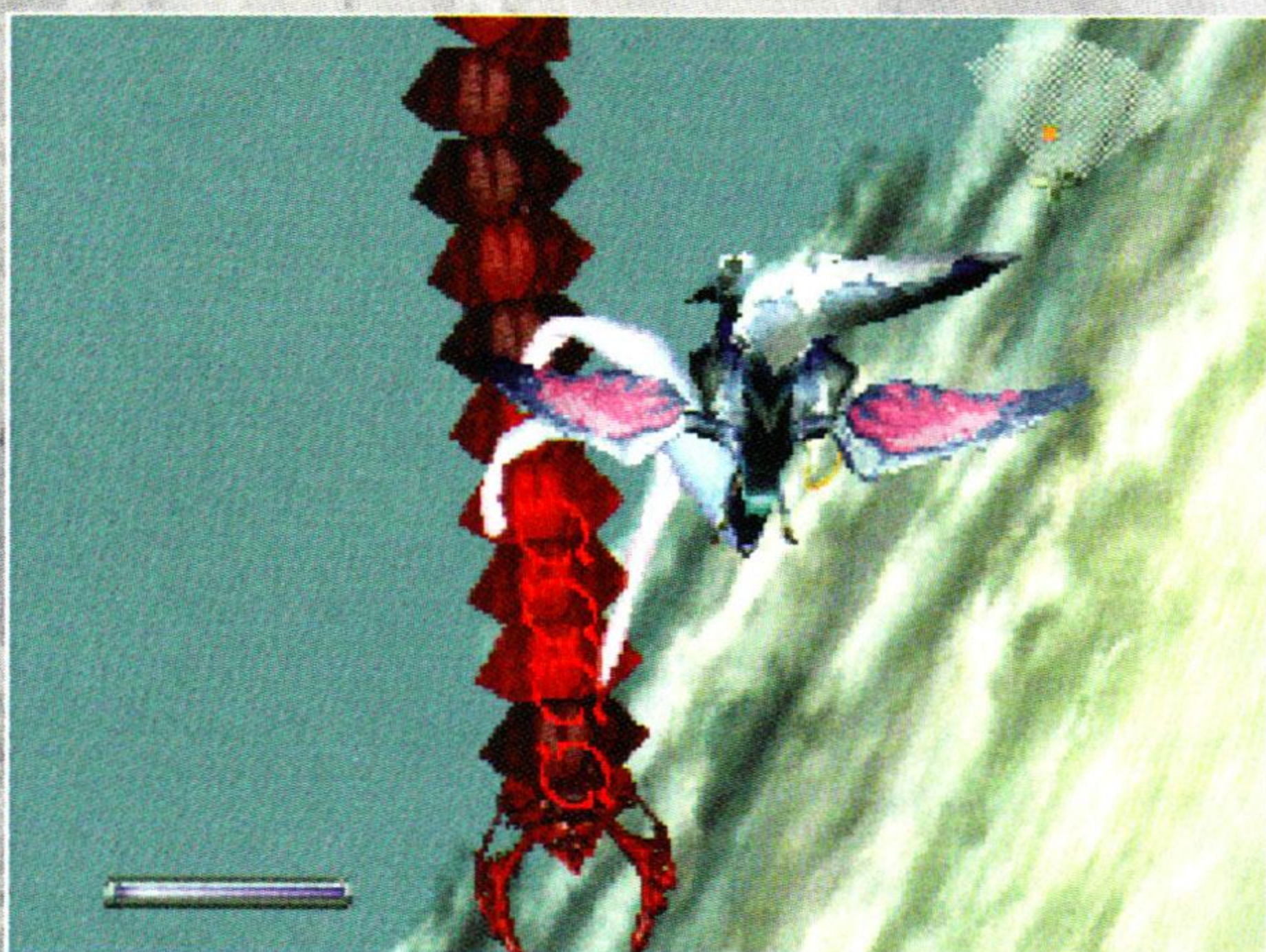


WHAT'S IN THE BOX?

While Seven's box may indeed have contained Brad Pitt's wife's head, Pandora's Box contains a veritable plethora of juicy options for the player to tinker with. Depending on the player's previous performances certain categories and options are available the first time the Box is opened (unavailable categories are marked with a '?'), with new headings being gradually introduced as the player meets certain in-game criteria. So far, **MAXIMUM** has identified twelve different categories in Pandora's Box, which we explain in detail below.

EPISODE

A comprehensive list of each of the game's seven episodes, including the prologue, multiple end game sequences, staff credits, and even short FMV sequences on the making of Panzer Dragoon Zwei. Also accessible through the Pandora's Box Episode select is the 'Zero Space' time trial stage (known in the original Panzer Dragoon as



HOW TO ENABLE HIDDEN FEATURES

Once again **MAXIMUM** isn't entirely sure how to enable all of these features. At first we thought the options were performance related but now we believe that it has something to do with the number of times the game is completed. Finish it five times and half the options become available. Finish it ten times and all of them should be accessible. Maybe. One thing is for sure: to call yourself up a Dragoon Master, you should be aiming to get 100% on every level in one game. This is the ultimate challenge. Impossible? Well, our records screen (left) proves otherwise - challenge for the ultra-rank: "Winged Death"!



LEVEL - Options that directly effect the game's difficulty level. Panzer Dragoon covers the complete spectrum of difficulty levels from the femme-like 'Ultra Easy' to the Games-Lord-need-only-apply 'Super Hard'. Once again, Pandora's Box does not save the results of a super easy game to the player data stats, so this is only for true no-hopers and game-heads.

LIFE - Options that effect the state of your life bar. Increase means the bar will slowly regenerate, x2,3, or 4 increases the size, phoenix means unlimited (when the bar disappears, another will appear) and none means, er, none. Also selectable from Life are the two 'Eine' options, which allow the game to be played either with just the dragon or rider on their own.

SHOT - Different types of shot that can be fired from Randy's pistol. Three, five and seven-way multicolored shots, red homing bullets that actually curve towards your enemies and the awesome graviton shot.

LASER - With this option you can select from several different types of laser (and aiming methods) including full auto (simply move the sight over the enemy and Lugi fires automatically), heavy (powerful yellow lasers), BCG (a screen full of sights!) and the ultimate BCTRL - simply hold down the button and the lasers reach their target without you having to even aim!

BERSERK - Customise your berserk mode by doubling, tripling or quadrupling your bar, giving yourself unlimited berserks, or even enabling the fearsome 'tornado' roll and spin berserk attack!

ROLLING - Give Lugi the ability to roll (when she is flying) by switching this option on. By double tapping a downward diagonal Lugi rolls in an Afterburner fashion, thus granting the player a brief period of invulnerability.

SIGHT - Set your sight to move at different speeds (low to high), or enable the special mode which allows for 45 degree aiming.

START AREA - Start the level either at the beginning of the episode or skip directly to the boss! Good for practising.

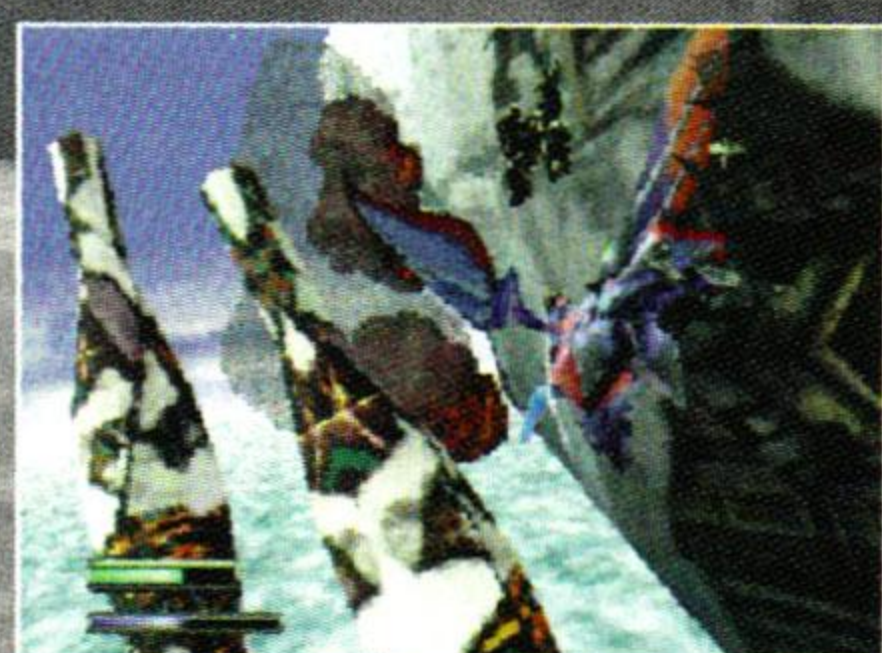
PAUSE MENU - Brings up an options menu when the game is paused, allowing the user to toggle non-crucial options actually in-game.

SOUNDTEST - A complete soundtest, complete with music and sound effects.

Zero Space allows the player to choose any combination of dragon, pistol and laser in an attempt to best Team Andromeda's incredible times (left). This centipede creature is far tougher than the ones faced in episode three (far left).



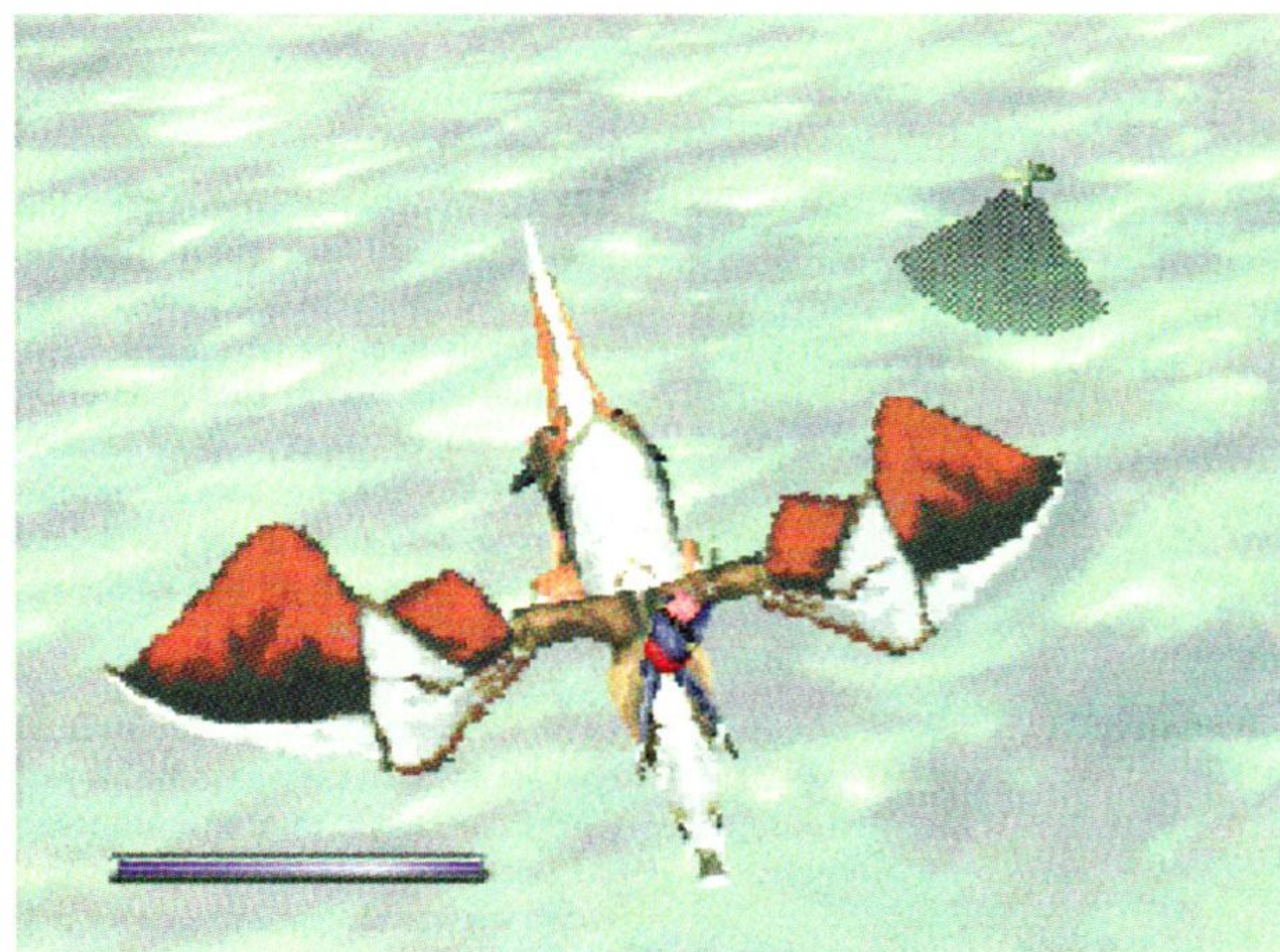
Episode Zero). Floating in an area with no scenery, players must destroy numerous waves of enemies in as quick a time as possible, ultimately competing against Team Andromeda's best times. If you can beat even one, you're doing well.



Reaching Lugi's Sky Dart incarnation is essential to scoring 100% on episodes five and six (left). The 'special' aiming mode allows for quick annihilation of the trangle creatures at the start of Episode five, while the huge max laser lock capability makes for a quick take down of the floating galleon's stabiliser oars (above).



PANZER DRAGOON - The MAXIMUM inquisition!



One of the greatest Saturn programming teams remains one of the most difficult to get hold of for an interview! Although they work exclusively for Sega, Team Andromeda remain very much an individual entity, but we finally managed to track them down for the **MAXIMUM** inquisition. Thanks to the team for taking time to answer our queries, which took place during the final developmental hours of Panzer Dragoon Zwei...

Team Andromeda speak to MAXIMUM!

MAXIMUM When did Team Andromeda form?

Andromeda Team Andromeda formed when the first batch of Saturn software was in development. Andromeda is the name of the code used to make games and we decided to take our name from that. At first, the name didn't have much popularity but as more people came, everybody liked it so we kept it.

MAXIMUM How large is the group - how many programmers, graphic artists and musicians are there in the team?

Andromeda We can't really tell you how many programmers, designers, planners and sound people we employ but the main

"When we first heard of the specs for the Saturn, we really wondered if it was necessary to have a machine that powerful at home."



team consists of about ten people.

MAXIMUM What projects did team members work on before Panzer Dragoon?

Andromeda The main members of the team worked on previous projects on the Megadrive, Mega-CD, and the arcade.

MAXIMUM What other projects do you have in development now, or is the entire team concentrating on Panzer 2?

Andromeda To create software of high quality, the team worked on only the one project: Panzer Dragoon Zwei.

MAXIMUM What plans do Team Andromeda have for games on systems other than Saturn?

Andromeda None.

MAXIMUM What involvement did Andromeda have with the PC translation of Panzer Dragoon?

Andromeda We provided all the source code, the artwork and so on, but we weren't involved in the actual development of the PC version.

MAXIMUM What Saturn games do the team like?

Programmer A Layer Section
Programmer B Slap Fight... Isn't

that a Megadrive game?
Planner A Panzer Dragoon Zwei
Planner B Virtua Cop
Designer A Baku Baku Animal

MAXIMUM What programming teams do you all admire, and for what reasons?

Andromeda We do not admire one in particular. But if we had to choose one, it would be the Sonic Team.

MAXIMUM What games are you all currently playing at the moment?

Andromeda Yu Yu Hakusho used to be the office favourite but now recently, Slap Fight has had the most popularity.

MAXIMUM Panzer Dragoon was one of the first Saturn titles announced - how did you come to work so quickly with Sega on Saturn products?



Andromeda Well, half of the main team was already signed up when the Saturn was in the conceptual stage. The others joined gradually when the differences between the Saturn and the other machines became apparent.

MAXIMUM What is your overall assessment of the Saturn and

its capabilities? How has this opinion changed since you first got your development systems? **Planner** The first impression we had of the Saturn was that it was two generations ahead of its predecessor, the Megadrive, in terms of performance. Now we expect this from a machine automatically. We still haven't figured out all the features, especially the 3D stuff. There's a lot of potential there.

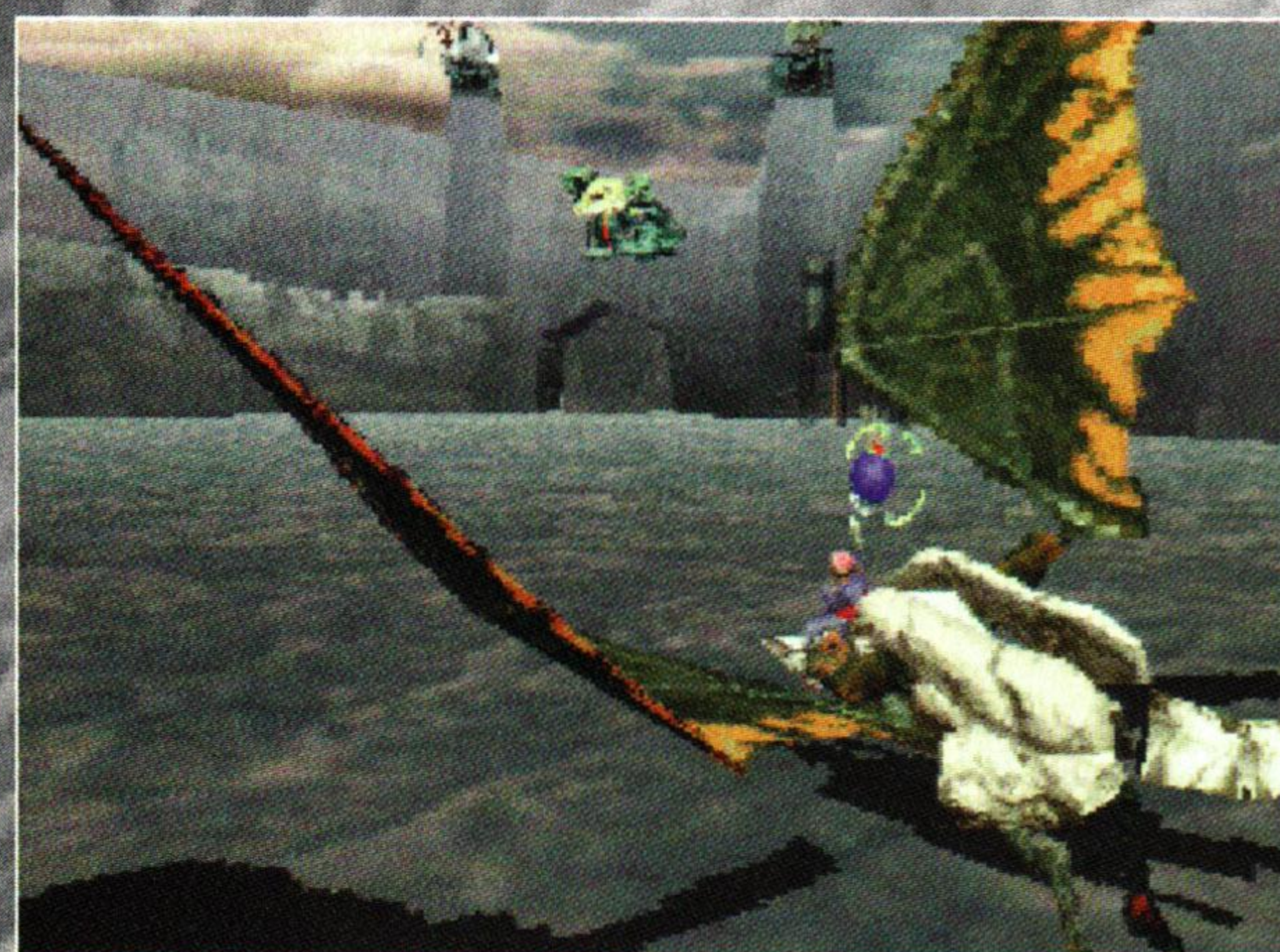
Programmer When we first heard of the specs for the Saturn, we really wondered if it was necessary to have a machine that powerful at home. But once people have that luxury, it's inevitable that they just want more.

Designer Whereas we had limits with the colour palette of the Megadrive, it is now possible for us to create images as we want them to be. It's kind of scary.



MAXIMUM How did you overcome the difficulties associated with the Saturn's dual CPU?

Programmer There wasn't a problem really. In the arcades, we've practiced with dual CPU for so many years before. We just have to be a little careful that little more. But it's no big problem.



The Guardian Dragon is a good choice for attempting to beat Team Andromeda's times in Zero Space (above). The original Panzer Dragoon steed has been cosmetically enhanced since the first game (left).



The Guardian Dragon (above) is a fearsome beast. And in a rather unrelated story, did you know that you can refill your berserk bar by shooting the bosses with your pistol shot even before you can start inflicting damage? Well now you do.

MAXIMUM The Saturn is well known for its excellent 2D sprites and background capabilities - what plans do you have for producing a 2D game, or do you think that users are most attracted to 3D games?

Andromeda No we don't have any plans for a 2D game. 3D has a lot of potential. Then again if you want a game type that's well established, it has to be in 2D. However, the gamers now are on a higher level and require



more complex images to accompany the action, so 3D is the only way.

MAXIMUM What potential do you think there is for better, more complex 3D on Saturn?

Planner We still have a lot to find out concerning how to use all that 3D space. And the potential on how to use that space effectively in conjunction with good playable games is huge. It's like when Columbus went to the Americas to find new land. There's so much to discover in terms of innovation.

Programmer The Saturn has been out for around 2 years now, but the full potential of the kind of games possible hasn't been realised.

Designer Like with the planning and the programming, there is so much room for advancement. The more experience we have, the better our 3D games will be.

MAXIMUM Have you any plans to collaborate with the arcade division of Sega? How well do you think that Panzer Dragoon would work in the arcades?

Andromeda There are no plans. Panzer is a shooting game but it's best enjoyed in the relaxed atmosphere of the home.

MAXIMUM What sort of input do Sega have on your Saturn projects? What does the technical division of Sega have to con-



tribute?

Programmer The technical division didn't really help. CG was arcade only but now it's possible to have it in the home. As a result, our skills have reached a higher level with this project.

Designer For a home game there aren't too many games that have better 3D animation than Panzer. Maybe we've raised the

standard. There was no help from the technical division, as our main programmers made the tools that we needed.

MAXIMUM What is your opinion of AM2 Research's SGL OS - would you use it in any Team Andromeda projects?

Andromeda No and we had several reasons. Firstly, if we had a problem with the SGL, we wouldn't have been able to sort out the problems ourselves. Secondly, we can't really use it in the ways that we wanted to. Thirdly, SGL has limited speed for the kind of things that we wanted to do. And finally, we can't really use somebody else's operating system and hope to use it to a great level.

MAXIMUM What is the story behind Panzer 2 and how does it follow on from the first game?

Andromeda It's basically the same as the first story but doesn't continue directly from the first Panzer. The world is the same and the time is very close to the original.

MAXIMUM Please explain the main differences between Panzers 1 and 2, in terms of graphics, gameplay and sound.

Andromeda The 360 degree visibility and the lock on laser/vulcan attack system is the same. This is the trade mark of Panzer games. However we improved on this formula by allowing the player to see up and down to a greater degree. This should increase the atmosphere, and the feeling of being there

should be that much greater. We've made the game accessible to anybody regardless of their skill level by allowing for an easy attack system. The Berserker attack is the all-new feature. When a player will use the Berserker will determine



whether he/she is good or not. The Dragon's response time and the screen speed has also been upgraded.

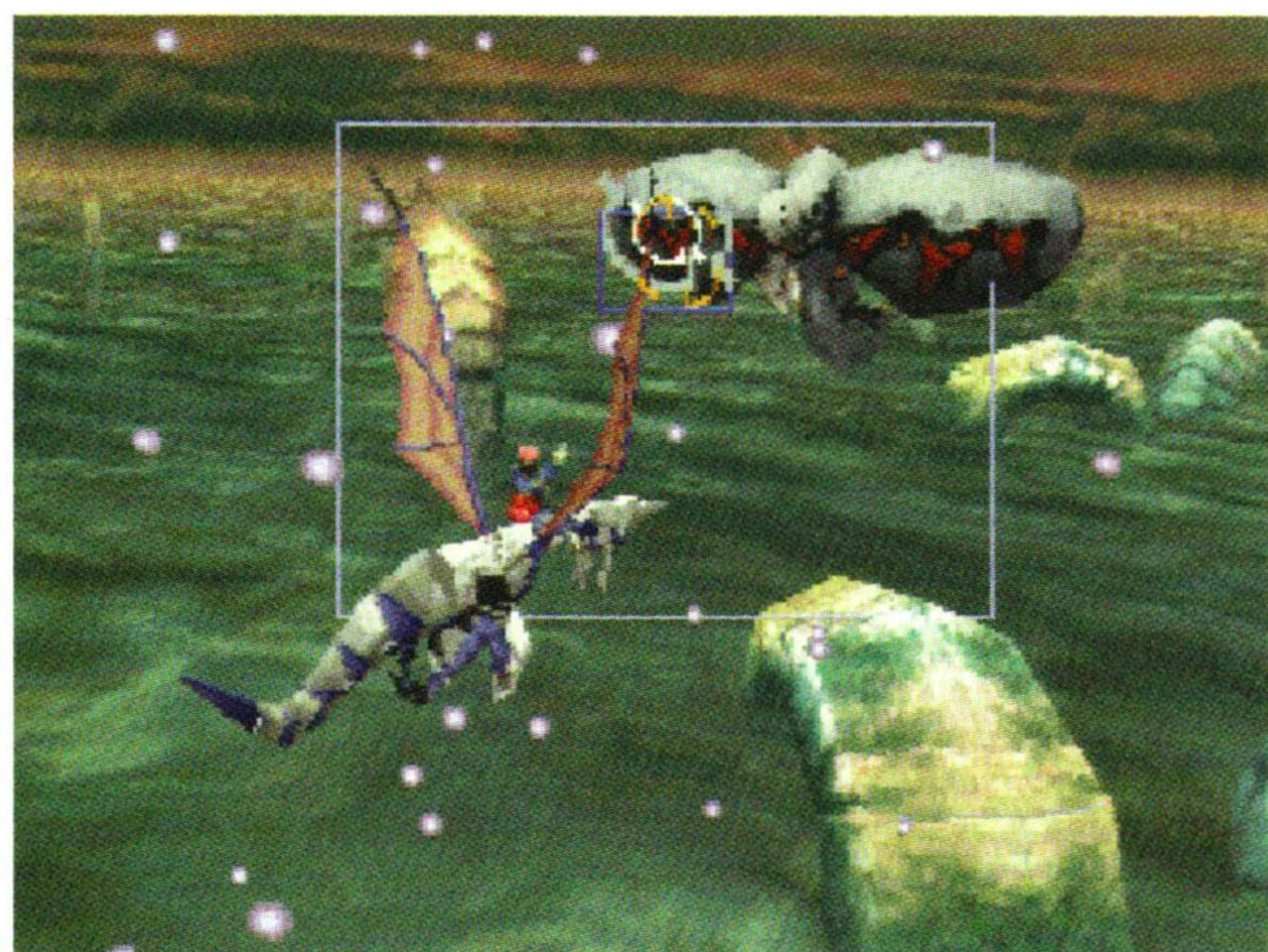
Graphic Artist When you see the game, you will be able to judge for yourself. You also have more freedom of movement in Panzer Zwei as well.

Sound Engineer For the first game we used the CD-DA. For the second game, we used the Saturn's internal sound chip for the background music and sound effects. Also we made tracks especially for the Empire, the old Century, and the two hero characters. The reason is that we wanted to develop these characters to a greater



The Type_2 dragon makes short work of the episode three boss (surrounding). Actually, he's almost as big as the boss himself. The Type_2 dragon is too large to walk, and therefore flies even on the walking stages.





Lugi's first two incarnations presented in all their serpentine glory, gliding in Zero Space (left). The Type_2 dragon really is an awesome sight to behold, and is one of the game's best kept secrets (below).

"We've become a lot better at bringing realism to the games."

extent than before. The Dragons also have more crying sound effects added so the player feels more empathy towards it.

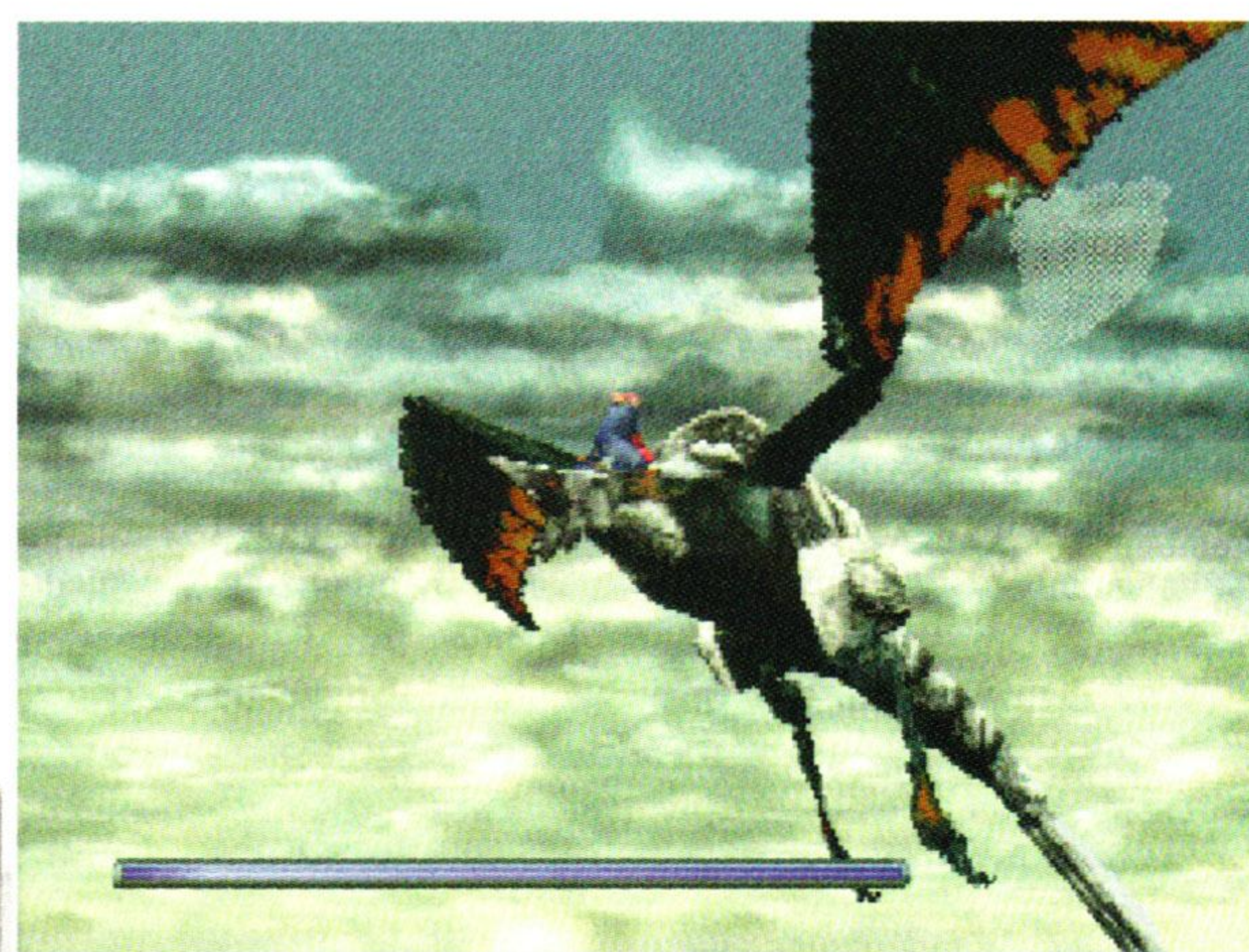
MAXIMUM Panzer Dragoon 1 is still an excellent game by today's standards - but if you could change anything now, what would it be?

Andromeda You'll know what we wanted to change when you play Panzer 2. We would have liked to add about 3 or 4 more stages just so that we could develop the characters more though.

the first Panzer and how will this effect Panzer 2 and future titles? **Andromeda** Panzer Dragoon ran at 20 frames per second, while Zwei runs at 30. The modelling, texture, and the animation has improved. We've become a lot better at bringing realism to the games.

MAXIMUM Has the creator of the Moebius books [where the Panzer premise originated] seen the game? If so, what does he think of it?

Andromeda We haven't used Moebius's books so he probably



routes through - how much difference will this make to the game?

Andromeda It won't affect the story. Depending on the path you choose, the quantity and the difficulty of the enemy will be different. The route you take changes the dragon accordingly.

MAXIMUM Panzer Dragoon had the most advanced 3D of its time - what do Team Andromeda think about the improvements in graphics and game quality made in later games such as Virtua Fighter 2, Virtua Cop and Sega Rally?

Andromeda The quality's incredible and we use games like this to inspire us to produce something even better.

MAXIMUM What new 3D techniques have you learned since

hasn't seen it.

MAXIMUM How has the dragon been changed in Panzer Dragoon 2?

Andromeda Well, the dragon grows this time...

MAXIMUM What sort of preparation work (storyboards, for example) and research did you carry out before the programming began?

Andromeda We had the story line for Zwei while we was making the first game. During the

creation of Panzer 1, our minds was already at work for the second game. Is that preparation?

MAXIMUM How have users' comments on Panzer 1 helped you with ideas for the sequel?

Andromeda The problems players had with the first game was that it was either too difficult or the story needed to be more complex. We've remedied both flaws.

MAXIMUM We have seen that some levels offer a choice of

MAXIMUM Can you tell us anything about the rumoured Panzer Dragoon RPG?

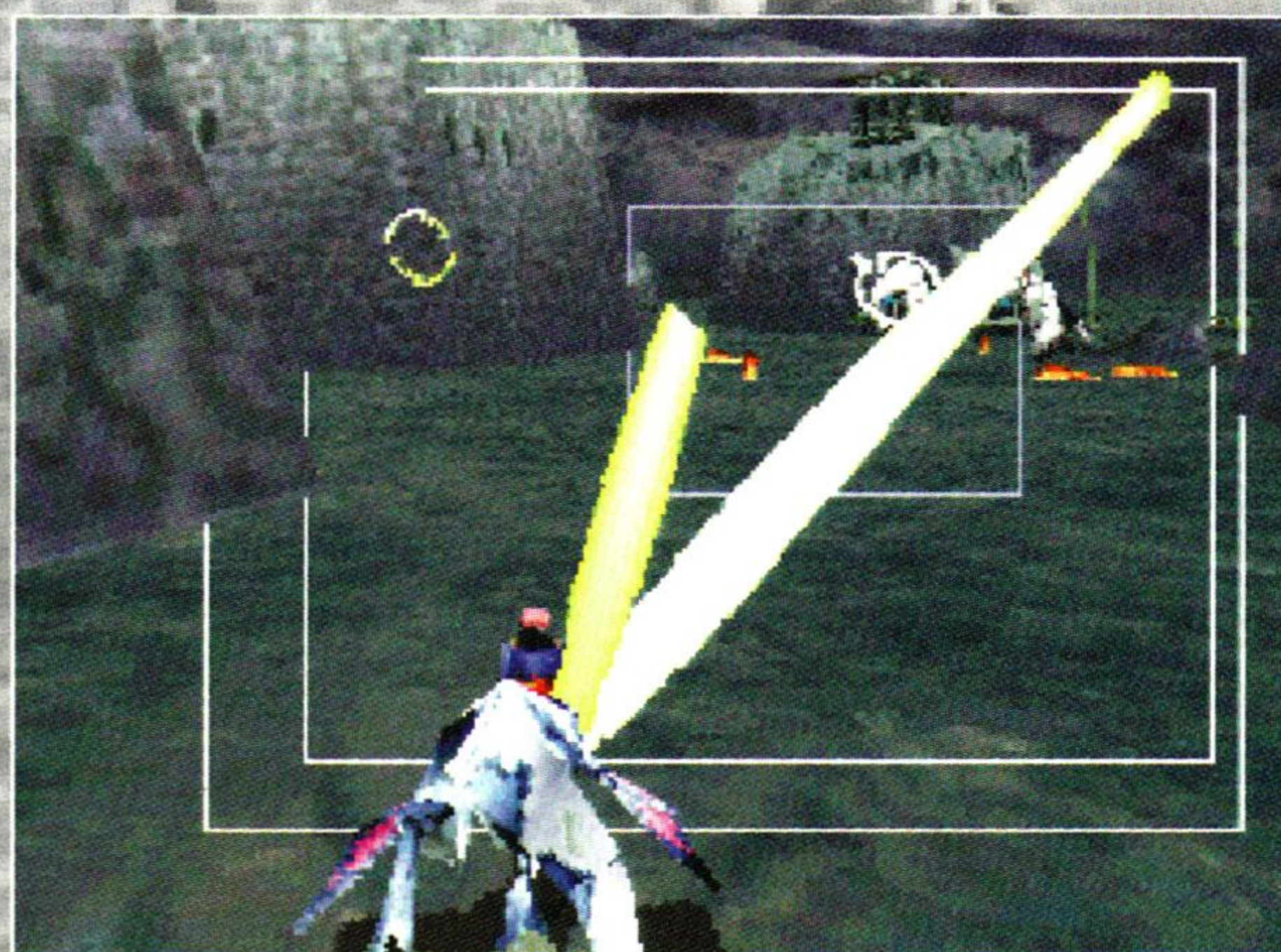
Andromeda We haven't heard anything about it. Can you tell us something about it?

MAXIMUM The first Panzer game featured many secret modes and settings - is there similar in the sequel?

Andromeda Of course. There is a lot more than the first game and we definitely won't betray the dedicated fan....



Just what the hell is that thing in the Mother Dragon's mouth? (left) Lugi takes off for the first time (above) Lugi delivers a portion using the BCTRL cheat (right). Notice the sight? You don't even have to aim...



their only crime was curiosity

Hackers

12

UNITED ARTISTS PICTURES presents An IAIN SOFTLEY film 'HACKERS' JOHNNY LEE MILLER ANGELINA JOLIE
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production designer JOHN BEARD director of photography ANDRZEJ SEKULA executive producer IAIN SOFTLEY co-producer JANET GRAHAM



written by RAFAEL MOREU

produced by MICHAEL PEYSER RALPH WINTER directed by IAIN SOFTLEY



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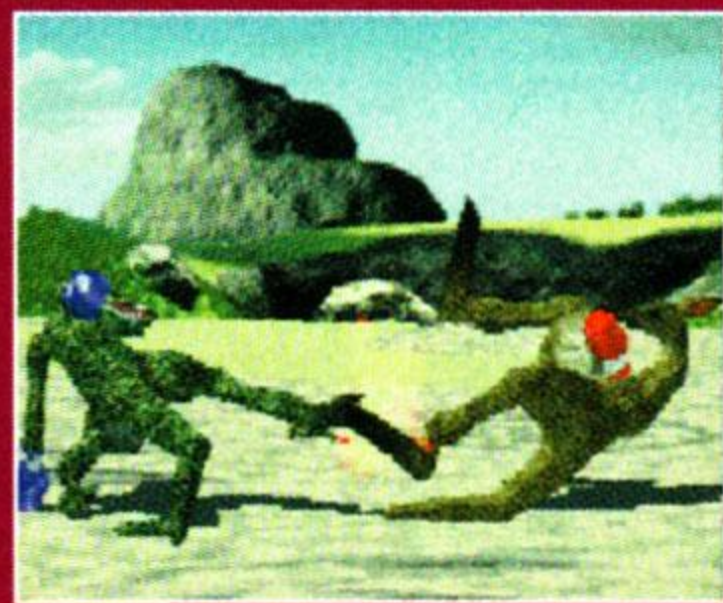
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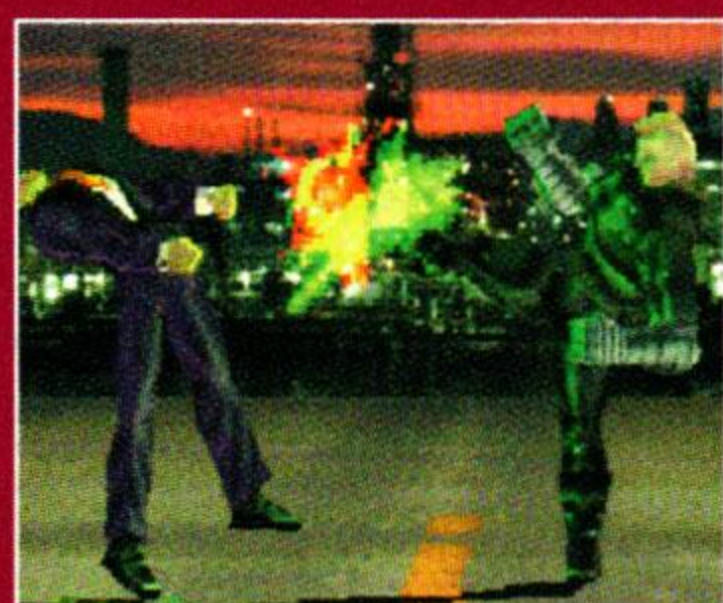
鉄拳
TEKKEN 2

Advanced **TEKKEN 2** techniques and secrets are now available!

鉄拳 **TEKKEN 2**

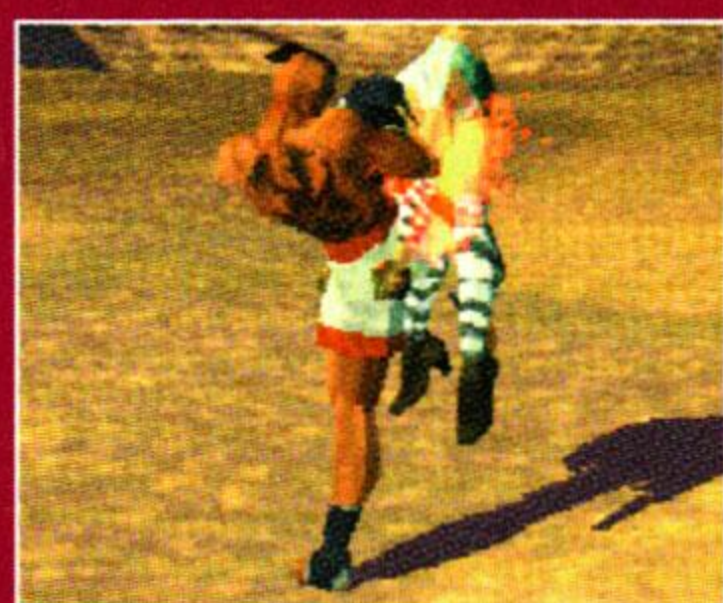


After the phenomenal amount of coverage we gave the PlayStation's premier title of the year last issue, we thought we'd continue with more advanced information to the expert techniques of the game. Expect a full guide on the most powerful and unique techniques of the entire game; the fabled floating combinations! As an extra bonus (and to galvanise you into a full-on Tekken 2 frenzy for our next issue's character move lists), we've also included a variety of secrets to heighten your gaming pleasure (such as the decidedly fear-inducing super-deformed mode and the fantastic wire-frame activities). Let the second Tekkenathon begin...



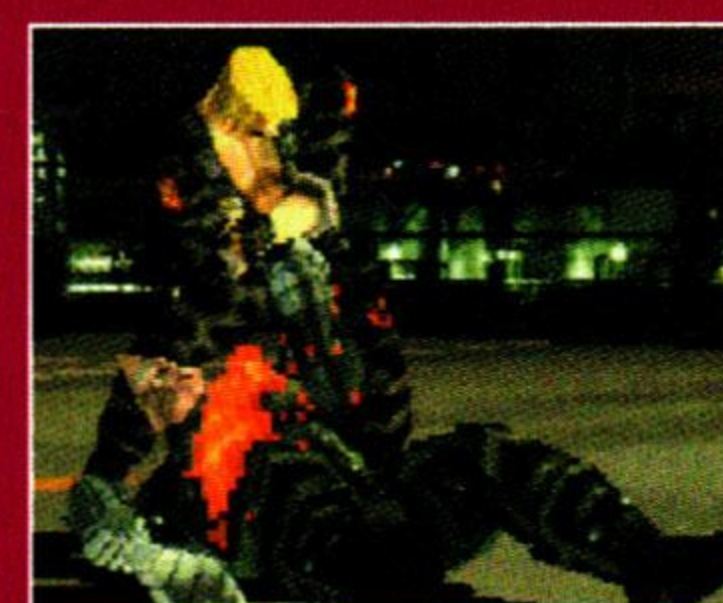
MAXIMUM RECEIVES THE FINISHED IMPORT VERSION! YES, IT IS INDEED AWESOME!!

Despite having first set eyes on the PlayStation version of Tekken 2 over two months ago, certain members of the **MAXIMUM** team were still rather excited when the import version of the game arrived, as it was the first time we could really get to grips with the PlayStation-only modes of play. Arcade and verses modes have already been detailed (and played to death) in issue #5, but extra features have been included for all to view in the other five modes, leading to one of the most user-friendly front-screens ever seen in a video game. Below we detail the fabulous additions in all their glory, before inviting Tekken 2 champions from the massed ranks of our readership into an immense and continuous competition to decide the hard-core Tekken 2 gamer of 1996.



LET THE MULTIPLE CHARACTER TEAM BATTLE BEGIN!

The first of the new features was the most complete when our Beta copy received extensive playing treatment, and remained almost unchanged in the final version. Once chosen, Team Battle allows the player to



MORE CHARACTERS THAN ANY OTHER 3D FIGHTING GAME!

LEARN DEADLY COUNTER MOVES! OVERCOME SUPERNATURAL OPPONENTS! AND SNAP LIMBS WITH GLEE!



choose a team of Rave War competitors (from the multitudes available) of between one and eight players, and pit them against a facing team controlled either by the computer or a second player. Any number of combinations can be attempted (such as player one having seven contestants and player two only three), and after this selection, a series of one-round fights start until one side is vanquished. After this, a results chart displays just who took down who, and is particularly interesting for viewing just how many rounds Wang Ginrey managed to low sweep his opponent into submission.

IRON FISTING AGAINST THE CLOCK IN TIME ATTACK!

The real test of a Tekken 2 player's mettle is not to complete the game in Arcade mode by setting the rounds to one and the timer to 20 seconds and demolishing all foes in one and a half minutes, but to venture forth into Time Attack mode where the round time is set to two and the timer to forty seconds. This leaves your character only able to concentrate on their supreme fighting skill, with little time to back off and wait for the timer to tick down. Other than this, Time Attack is pretty much identical to the Arcade mode present in the coin-op, as you may continue (to the detriment of your total time) as many times as you wish, using any character of your choice (from the 25 selectable). Once the final adversary has been faced and duly pummelled into the earth, your character doesn't receive an appropriate ending, but instead a final information chart presents itself to the victor, detailing how long you took to dispatch each particular foe, and your total Time Attack score in minutes and seconds (which of course, can be saved to the memory card).



EXTENDED PLAY

ENGAGE AN INFINITE COMBAT FEST IN SURVIVAL MODE!

The fabulous Survival mode is where your Tekken 2 skills are taken to the very limits, as you engage enemy after enemy in a never-ending quest for the ultimate fighter. After selecting your character (and the time limit for the round), your Survival match can begin in earnest. Fighters appear to challenge you randomly in a blurringly quick one round of frenzied fisticuff action, after which you progress to your next fighter and so on until you are beaten roundly by one of the increasingly intelligent computer foes.

During your bouts of intense pugilist-based action, your opponent may wound you with a number of unsuspecting attacks, but the journey to the next competitor's lair allows you to heal yourself somewhat (the amount of energy regained is dependent on the time and competence of your last take-down). After twenty battles, your character accepts challenges from previously defeated (and now retrained) opponents, and all the characters eventually appear as word spreads of your legendary fisticuff prowess. Once a particularly ruthless opponent has finally knocked the wind from you, a now-infamous information chart appears to inform you not only of your wins, but how many characters you faced and how many times they challenged you only to crawl from the arena spitting blood and nursing a broken rib.



NEWCOMERS AND OLD HANDS CAN PERFECT AN AWESOME FIGHTING REPERTOIRE IN PRACTICE MODE!

Practice mode was detailed to death previously, but a number of added features make this all the more playable and downright exciting. Apart from the ten-hit combinations, a chart is selectable that allows every player to view all their character's main fighting techniques, allowing normal moves to be practiced with relative ease, and every move is displayed at the bottom of the screen for you to view. Players can also learn where their (or opposing) moves are connecting, as a flashing cartoon explosion accompanies every hit, showing you whether the hit has connected at high, mid or low levels (or is unblockable). Ten-hit combinations that you pull off correctly are applauded by the announcer - "Great!" - and each ten-hitter can be attempted with or without the button guide. Lastly, the Practice mode enables you to replay your action at any time you wish, allowing the player to view a meaty series of kicks in awe!

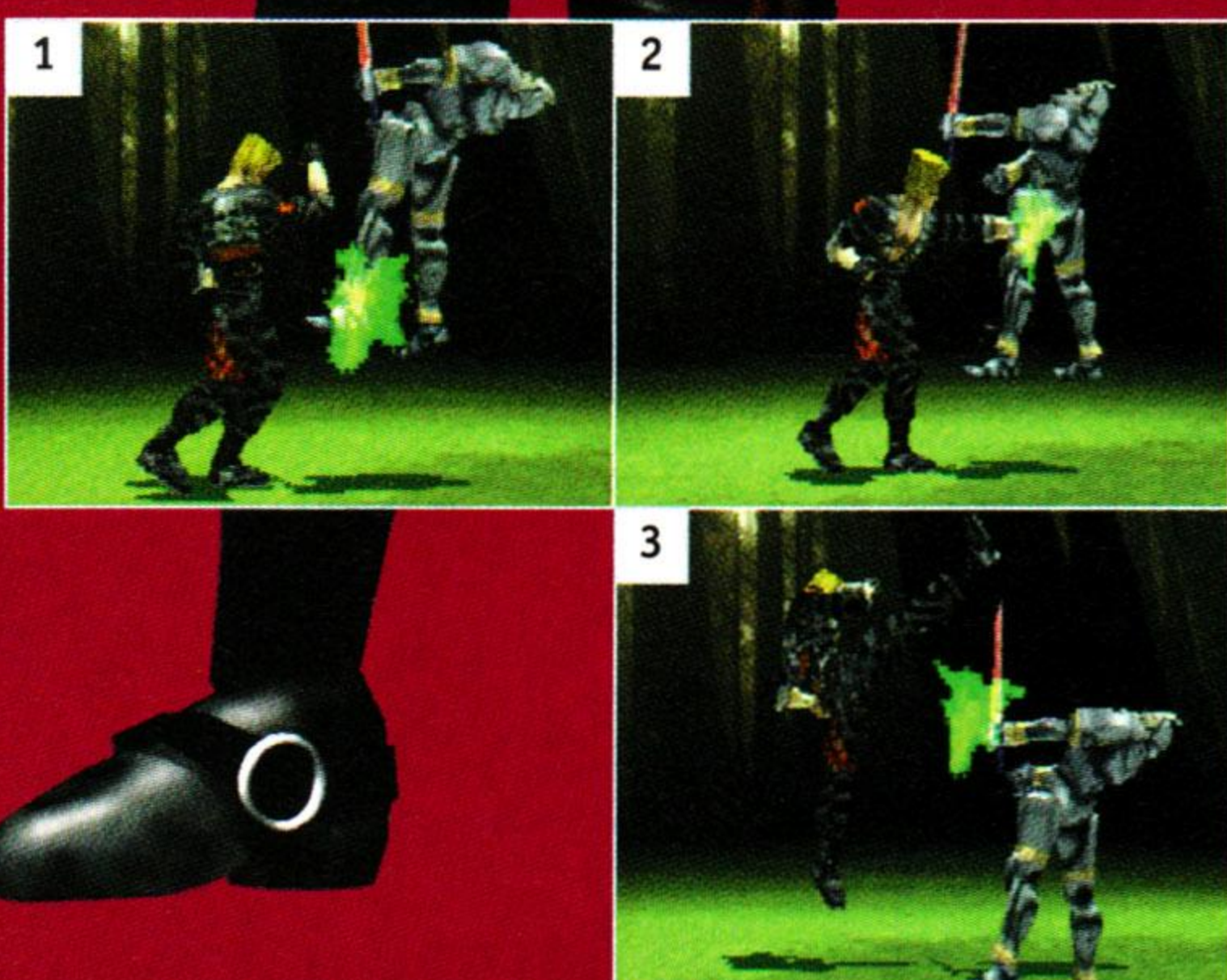


By now, you should have begun to digest to mammoth moves list we printed in the last issue, and should be proficient in basic arts for the main characters at the very least. For those players wishing to attain the next level of mastery, may we present the start of our floating combo guide, where some of the main fighters show off just some of their awesome floating moves.

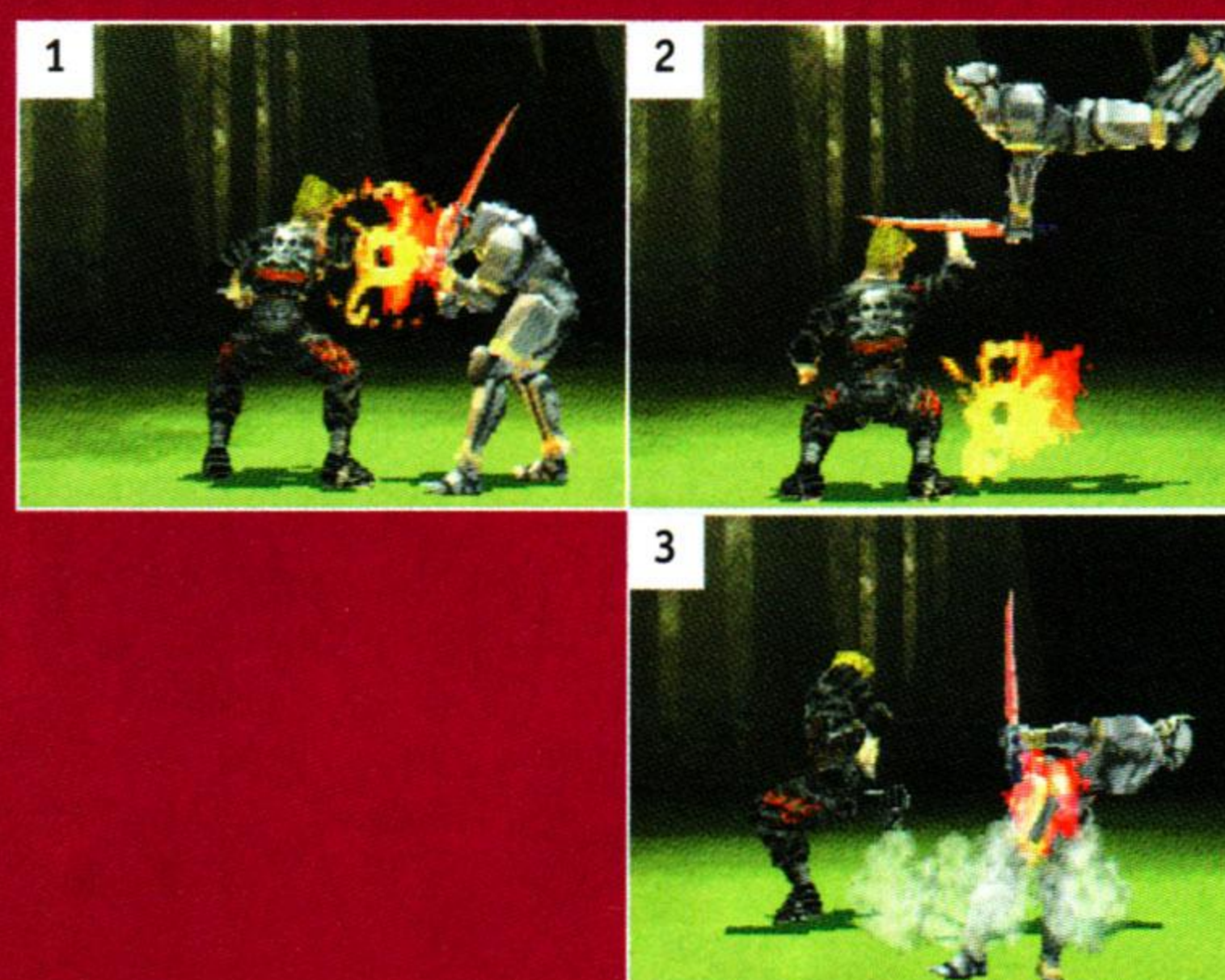
After this, **MAXIMUM** reveals the entire strategy table for the entire cast of Tekken 2, enabling you to understand just why Marshall Law challenges Paul to flipkick in his rendered ending. And to finish, may we present the most comprehensive list of secrets ever see? You got it!



SEQUENCE RIGHT. Surprise foes during a charge with the first kick of the Three Treasure Dragon then launch the Bone Breaker on their sorry ass!



SEQUENCE LEFT. Crushing four-hit combination with the Three-Treasure Dragon being the trickiest part of the combo. Note: The Dragon kick never connects for the third.

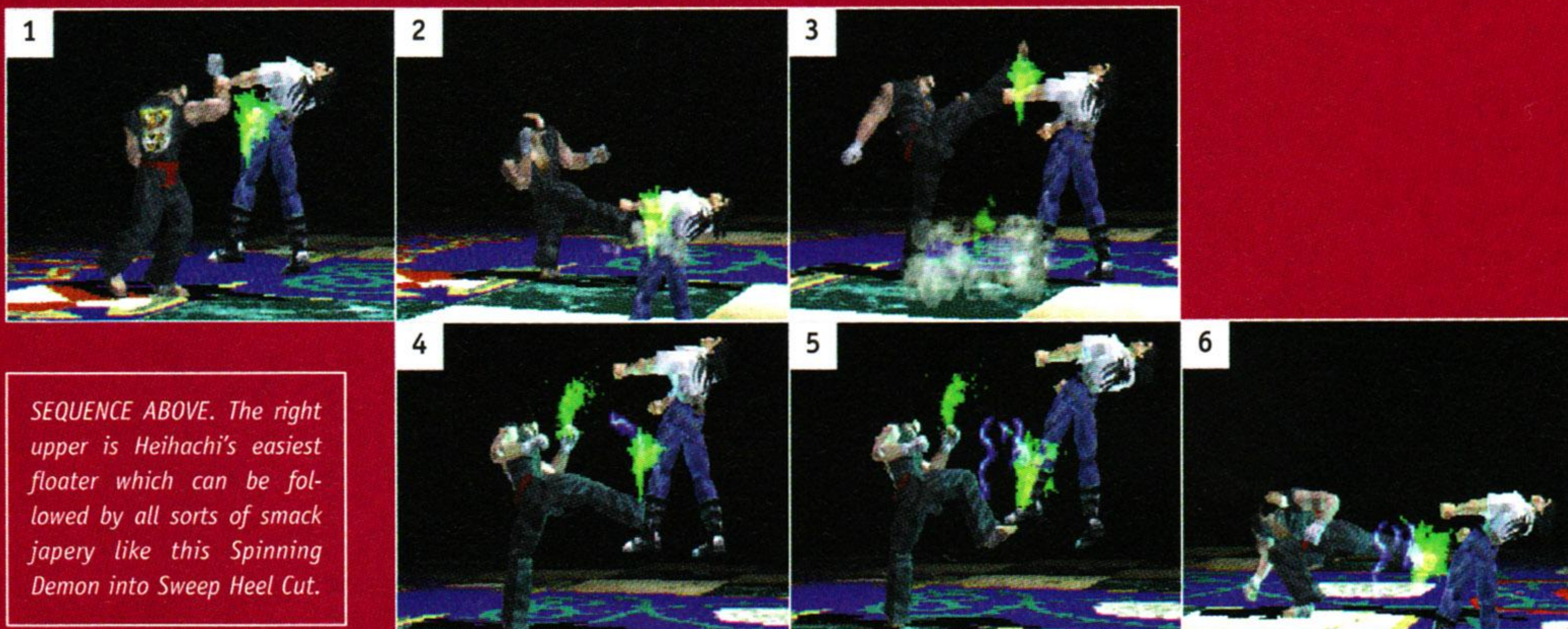


SEQUENCE LEFT. The Gut Buster is an awesome technique that can be followed up with several attacks but the best and most damaging has to be the Bone Breaker!

HEIHACHI MISHIMA

"NOBODY HAS HAIR AS POINTED AS MINE! I COMMAND BOTH THE POWER OF LIGHTNING AND THE SPIRIT OF THE TIGER!"

鉄拳 TEKKEN 2

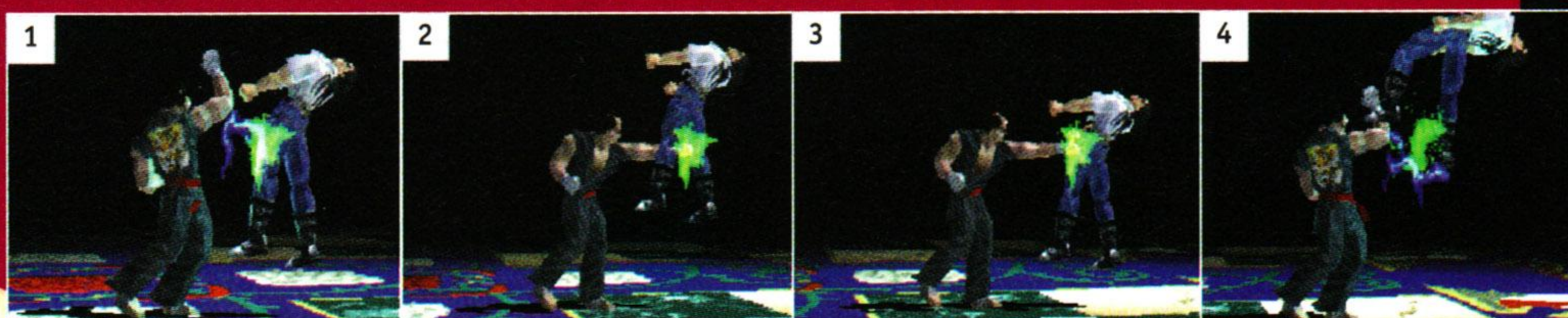


SEQUENCE ABOVE. The right upper is Heihachi's easiest floater which can be followed by all sorts of smack japery like this Spinning Demon into Sweep Heel Cut.



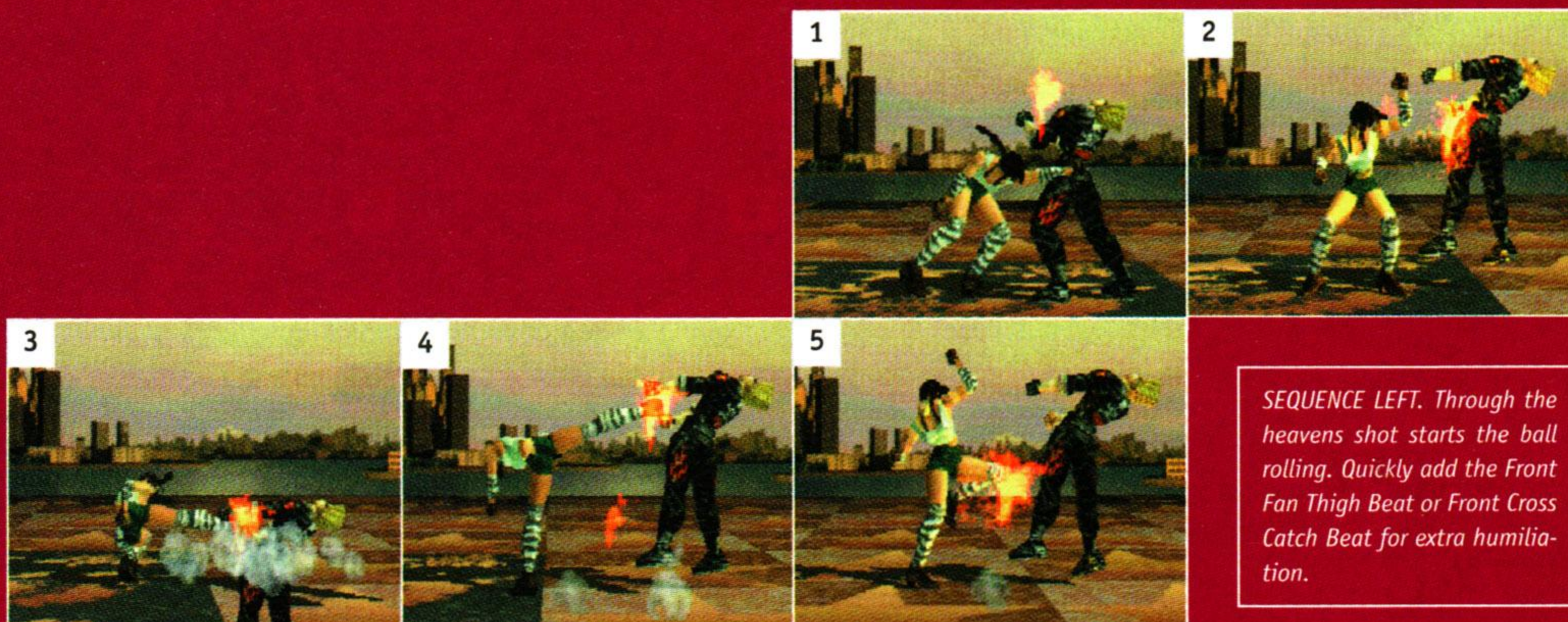
SEQUENCE RIGHT. Succeed with the Twin Pistons then follow with a single left upper and then another Twin Piston attack! Add an extra hit with Demon scissors.

SEQUENCE BELOW. A Rising Uppercut or Demon Uppercut can start this combo. Follow with two left jabs then add another Rising Uppercut onto the end. Swap the last attack with Twin Pistons if you fancy a laugh!



MICHELLE CHANG

"THE SACRED SPIRIT OF THE BUFFALO ENSURES MY FINAL VICTORY!"



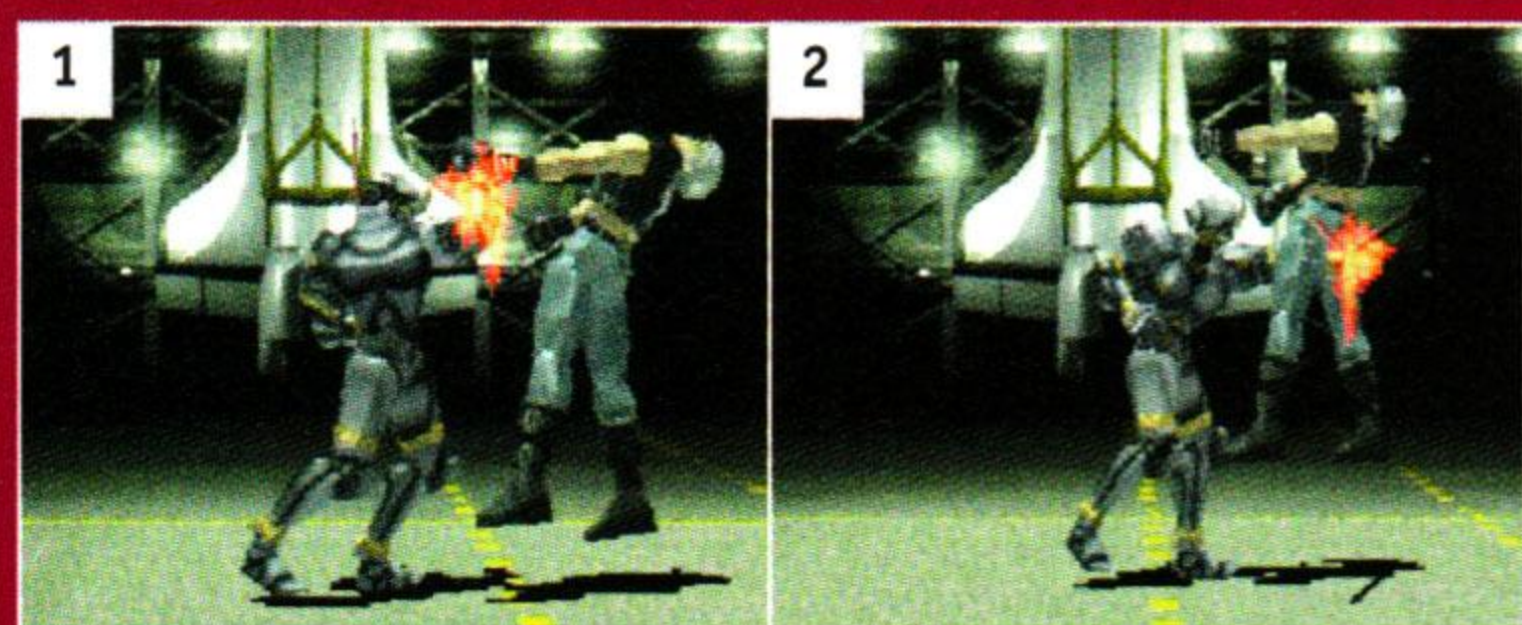
SEQUENCE LEFT. Through the heavens shot starts the ball rolling. Quickly add the Front Fan Thigh Beat or Front Cross Catch Beat for extra humiliation.



EXTENDED PLAY

YOSHIMITSU

"MY RAGE HAS BEEN SUMMONED FROM HELL ITSELF!"



SEQUENCE BELOW. Right upper with two jabs then the Fubuki Storm. As with most of Yoshimitsu's combos add a Death Slash on the end. It always hits!

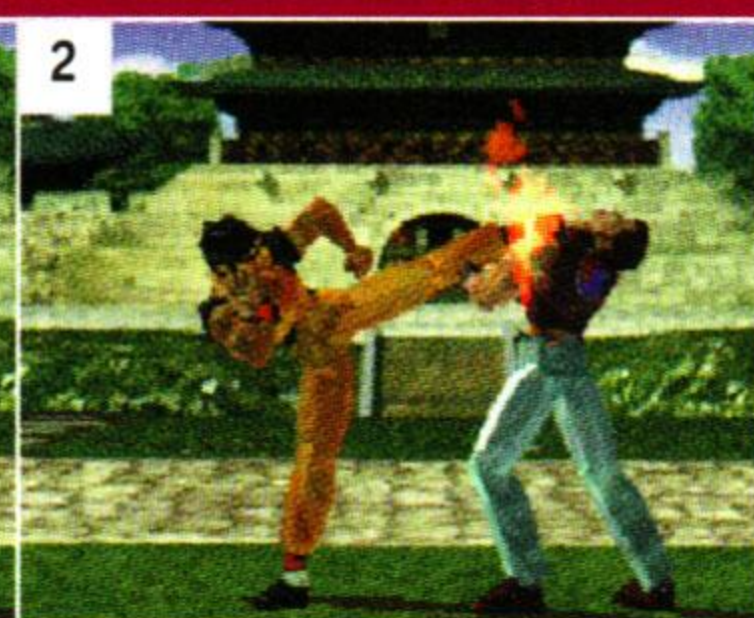
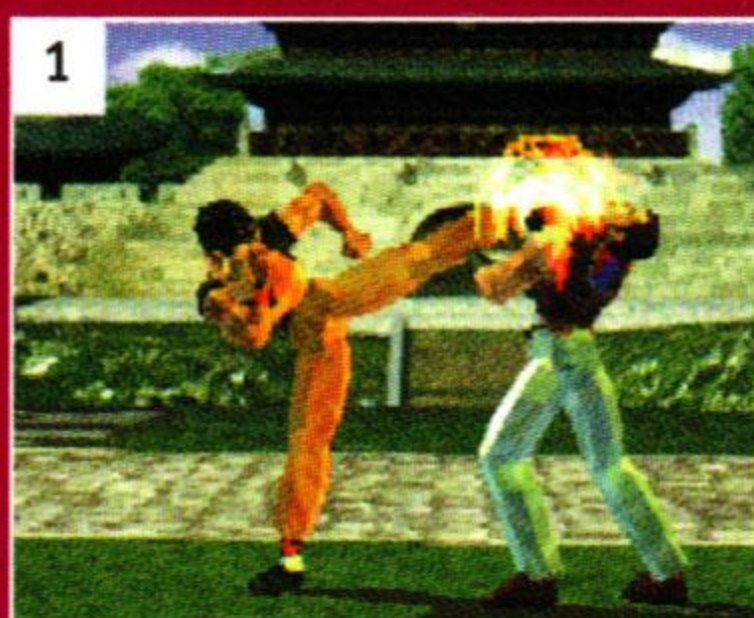


SEQUENCE RIGHT. Same start as the above combo but up to eight hits can be gained from mixing the Stone Fist and Swastika Swap together. You'll be dizzy afterwards though.

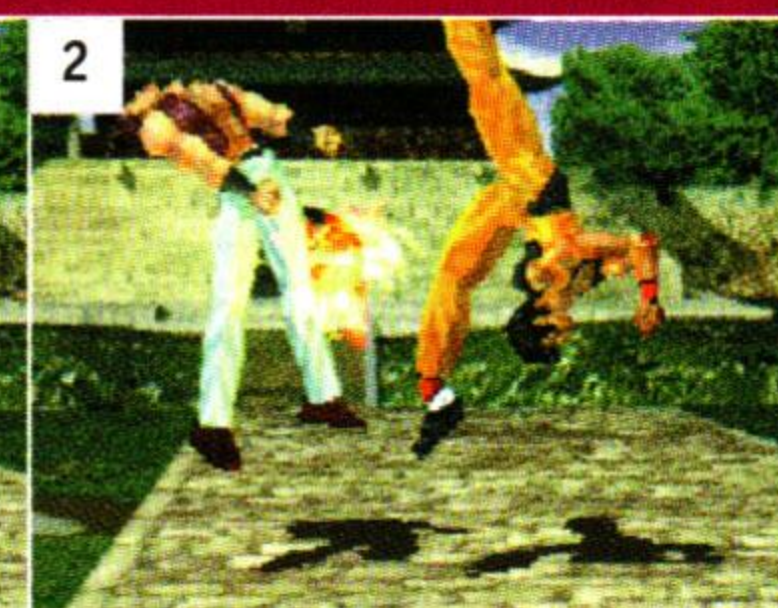


MARSHALL LAW

**"I HAVE MELED WITH THE POWER OF THE DRAGON!
MY POWER IS IMMENSE!"**

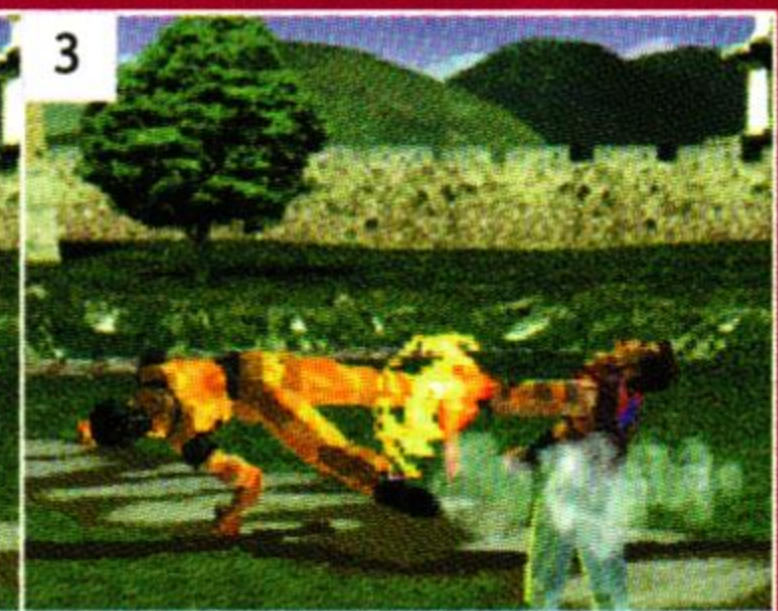
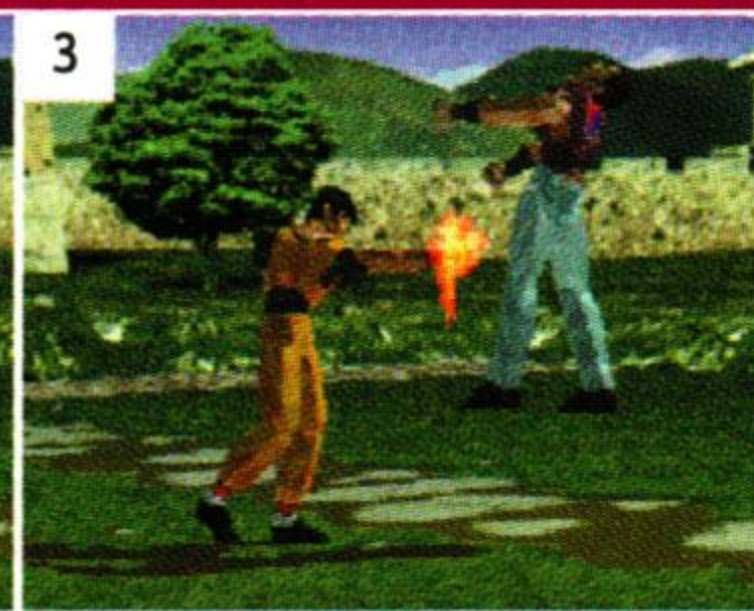
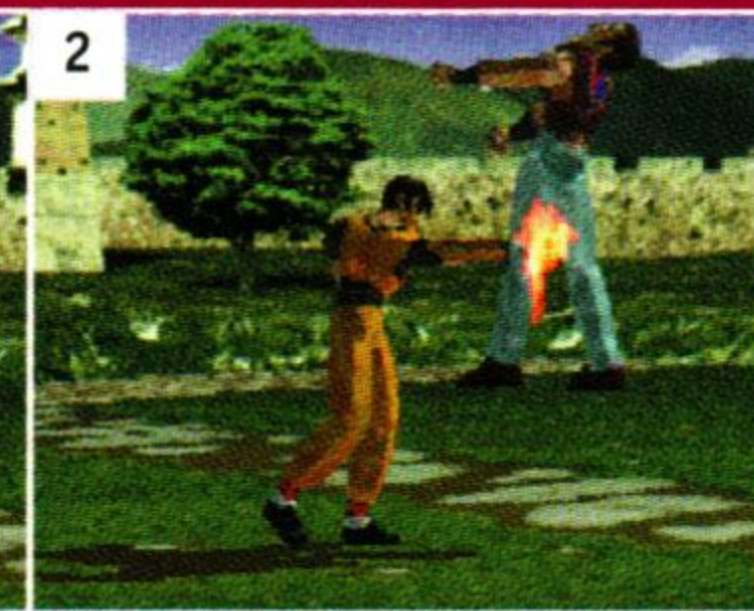


SEQUENCE LEFT. Mix two left kicks with a flip to get the ball rolling. Three kicks knock the opponent over so careful execution is required. Add any extra two-hit somersault combo on the end for high damage.



SEQUENCE ABOVE. The most reliable of Law's flip combos as the second low punch to flip always hits. Other flip combos often fail to connect.

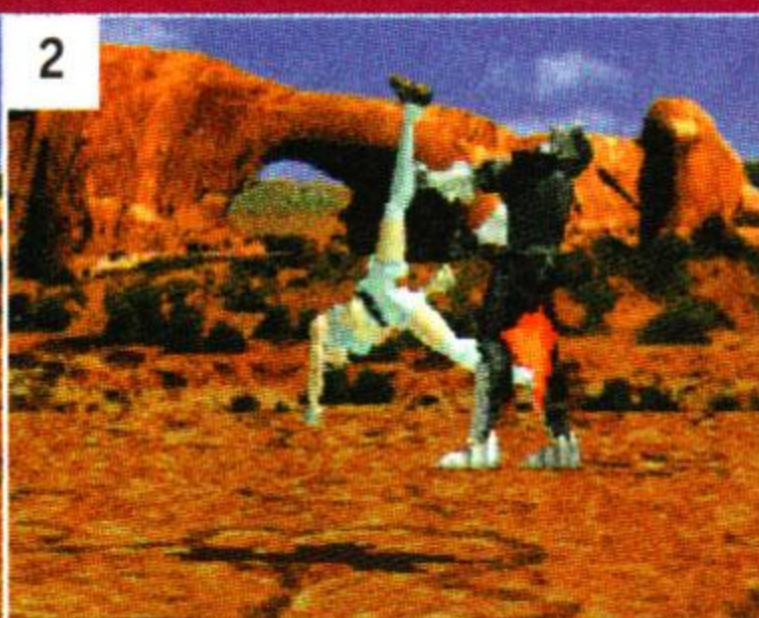
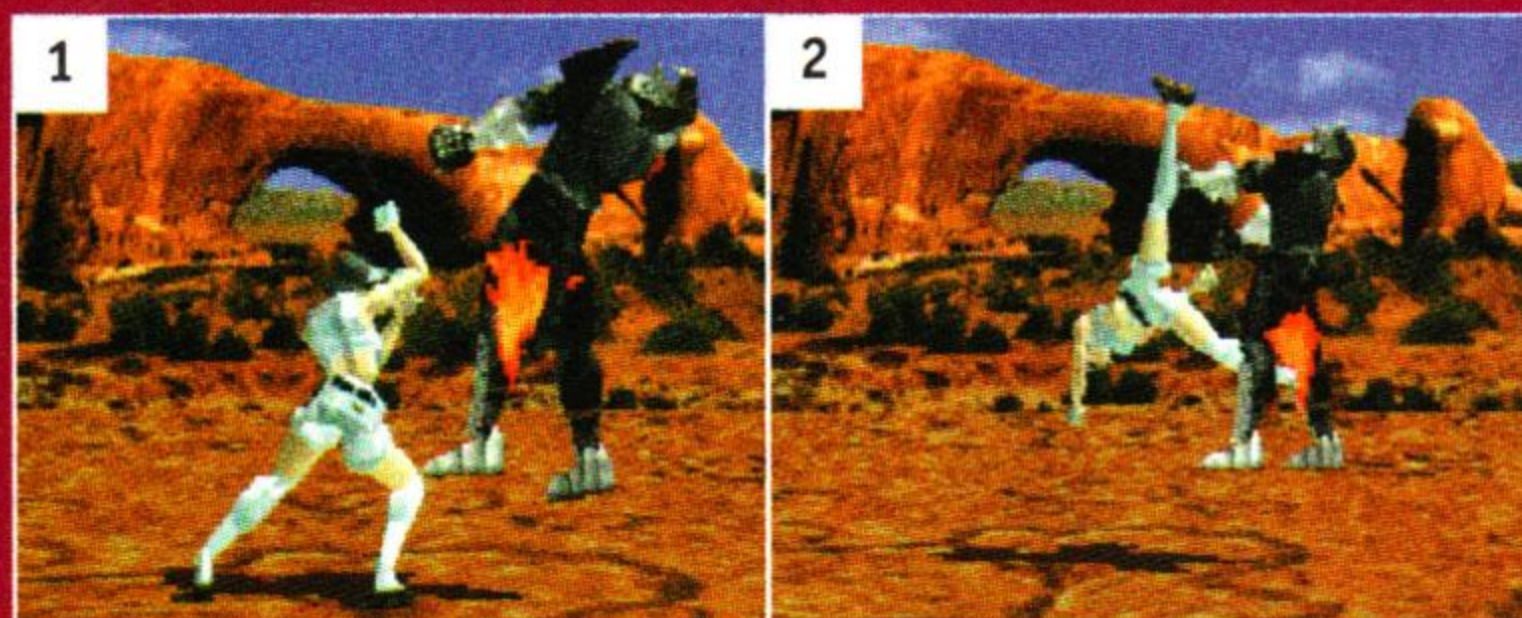
SEQUENCE RIGHT. Try this simple punch combo if you get tired of flip kicking all day. A right upper starts it off with two jabs and a Dragon's Tail to end.



JUN KAZAMA

"MY BU-JITSU WILL DEMOLISH YOU ALL! KAZUYA SHALL BE EXORCISED FROM THIS EARTH!"

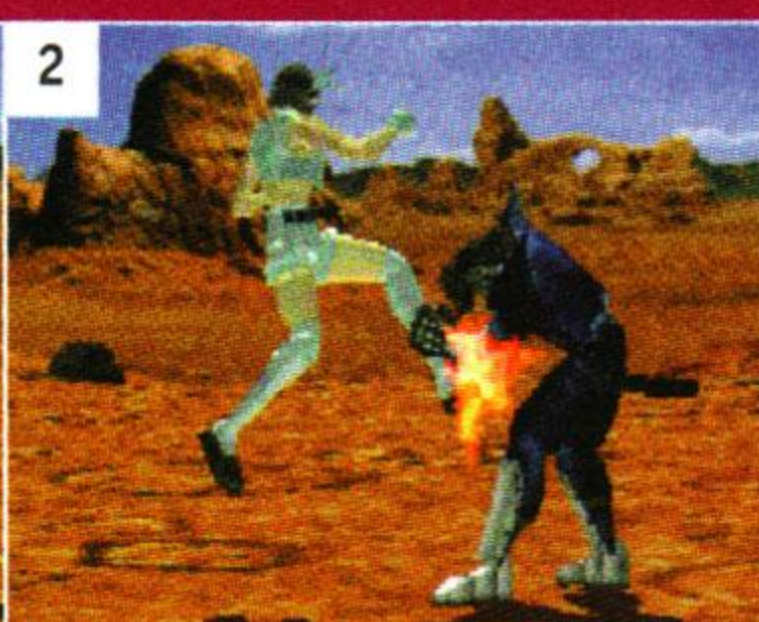
鉄拳 TEKKEN 2



SEQUENCE BELOW. The Tooth Fairy is a good and fast counter that sends the opponent sky-high. Follow with a Scissor-Spin kick then another Tooth Fairy. Ouch.

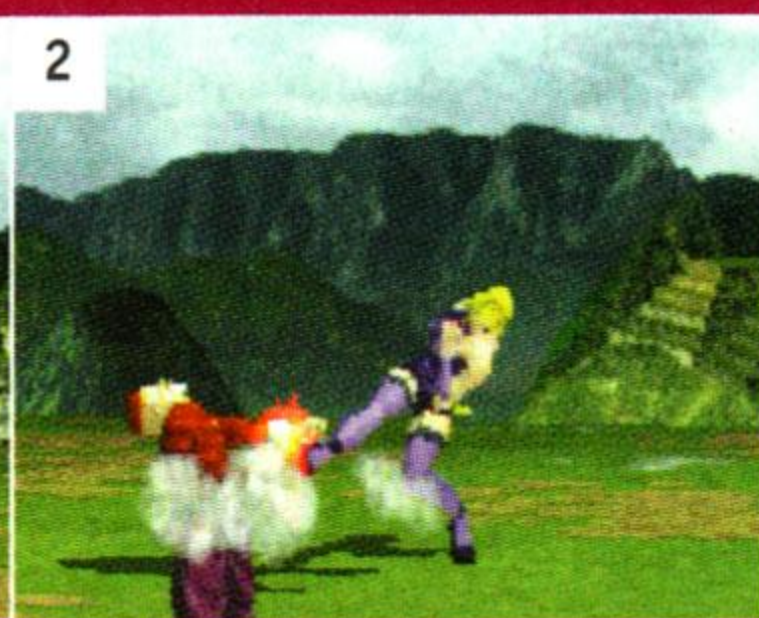
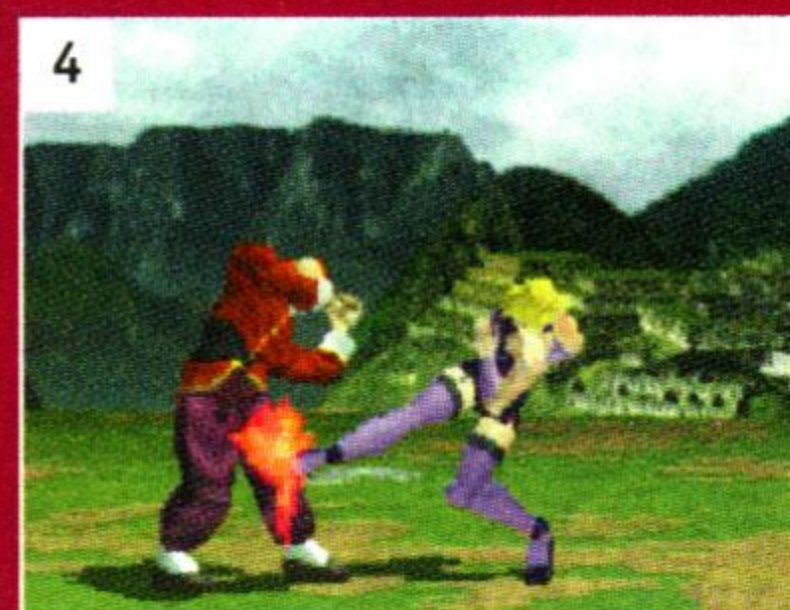


PICTURE LEFT. Only Jun Cheezama could be capable of this outrageous combination. The combo display goes up to 100 then back to zero. Go for a record if your fingers can last out.

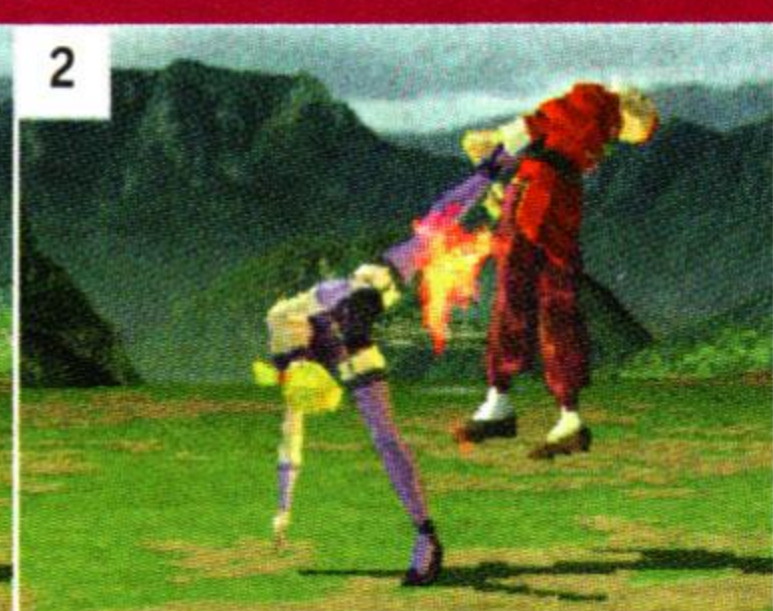


NINA WILLIAMS

"ANNA WON'T BE SMILING SO SWEETLY AFTER I'VE PUNISHED HER SEVERELY!"



SEQUENCE ABOVE. Nina's Divine Cannon can be the start of so many of her combos. She can perform two in a row so see what other attacks you can mix between them.



SEQUENCE ABOVE. Double dose of Divine Cannon should teach Wang not to mess with this lovely lady!



EXTENDED PLAY

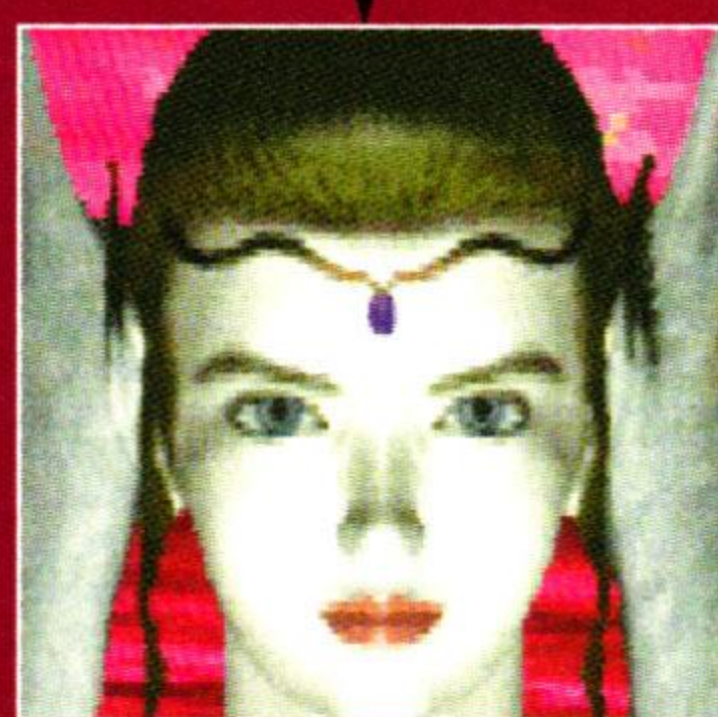
KING OF THE IRON

Wants to become the strongest in the world

She feels their supernatural presence



JUN KAZAMA



ANGEL

They dwell in the same existence

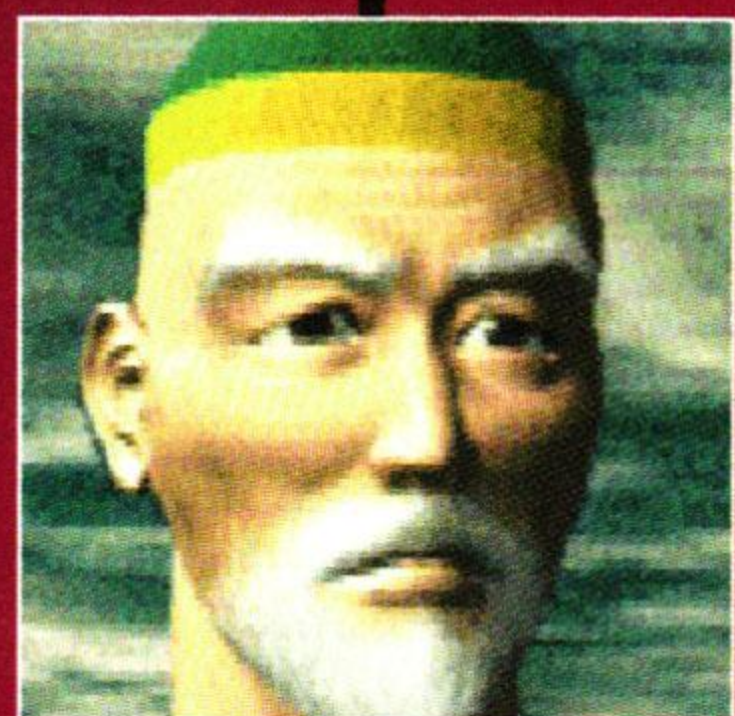


DEVIL

A pact and a looming psyche

She feels Kazuya's unnatural power

He is testing Jun to see if she has the power to defeat Kazuya



WANG GINREY

Old acquaintances



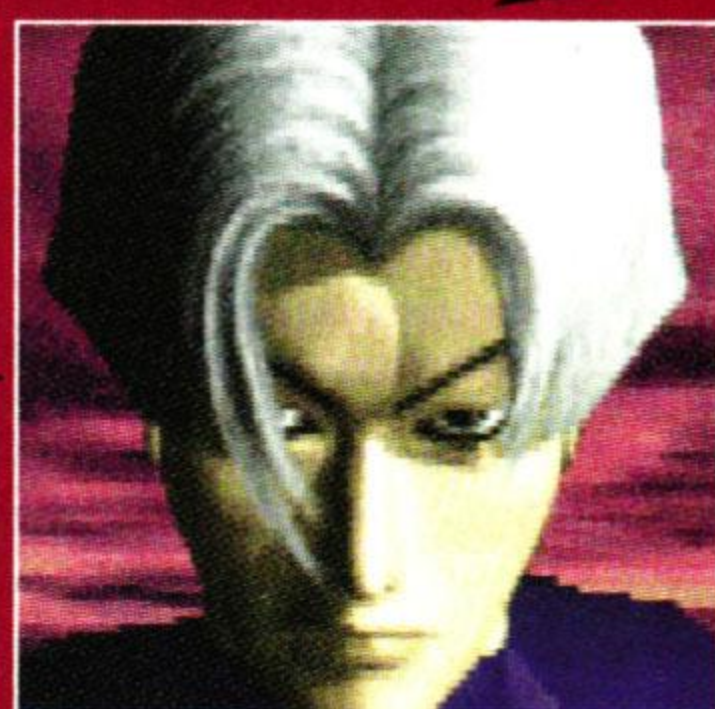
JINPACHI MISHIMA

Grandfather of Kazuya; they never met

Fostered for the sake of the Mishima estate (as Heihachi and Kazuya chose the path of evil)

Father of Heihachi

Lee's guardian, viewing from afar



LEE CHAO LAN

Stepbrothers. He must settle an old score

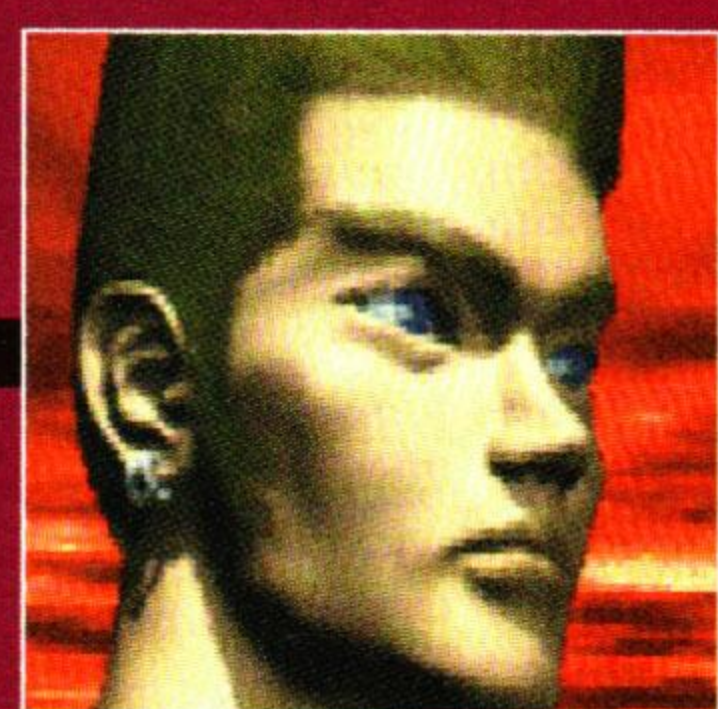
He wants to punish Heihachi

Heihachi's pet bear



KUMA

Revenge for the defeat in the first Rave War



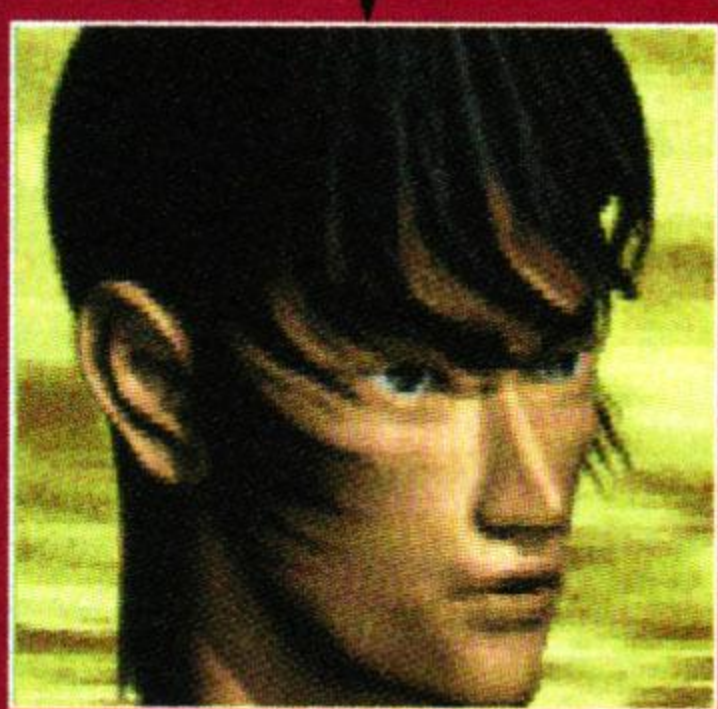
PAUL PHOENIX

Captive scientist



DOCTOR BOSCONOVICH

Friends



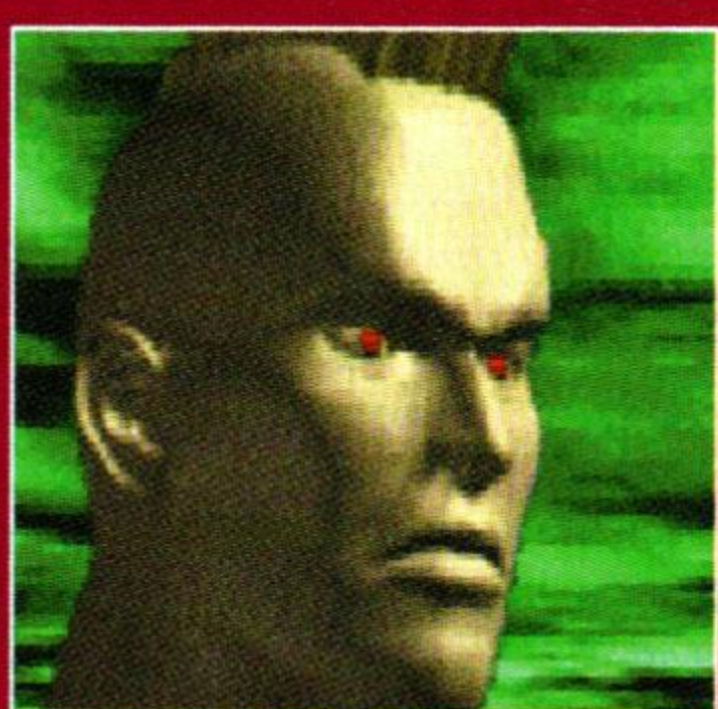
MARSHALL LAW

Revenge



BAEK DOO SAN

He wants to be a rival



JACK 2

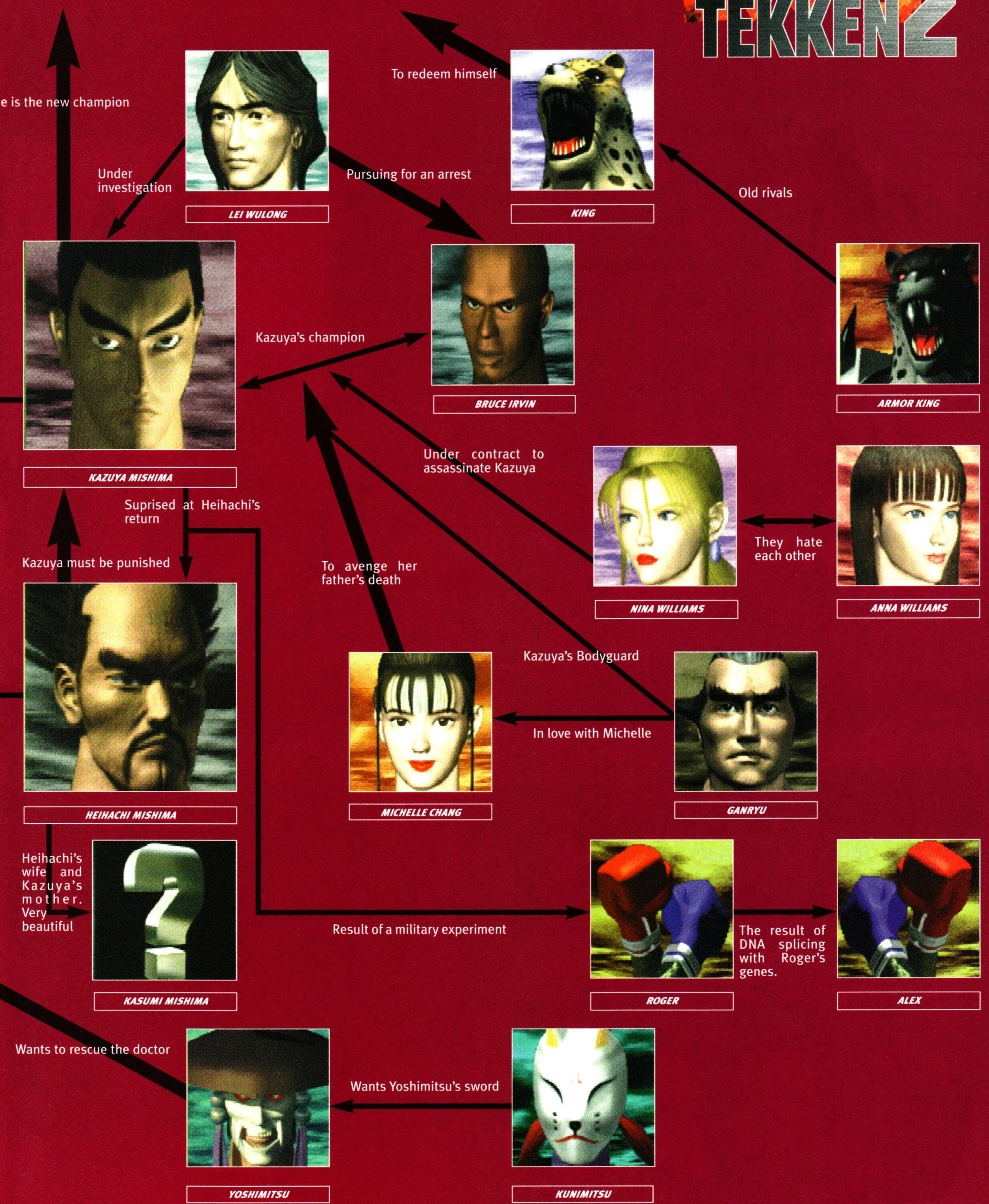
Kazuya's humorous plaything



PROTOTYPE JACK

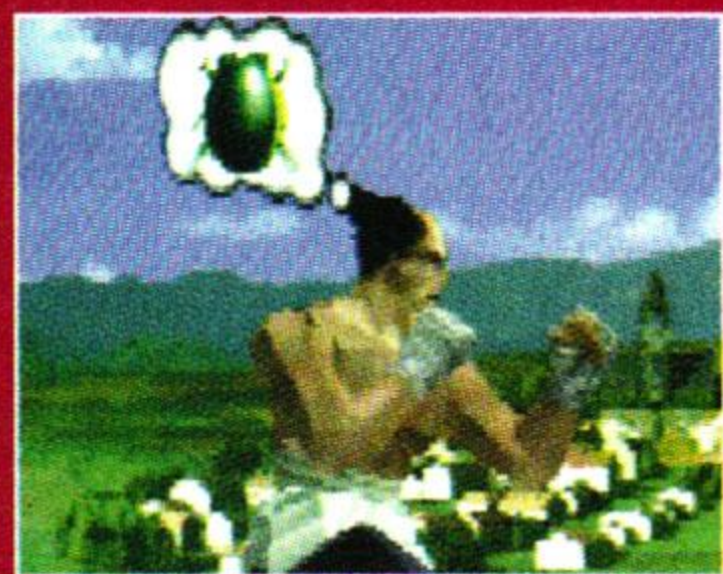
He wants to be programmed with more human traits

1ST TOURNAMENT



EXTENDED PLAY

AS WE SUSPECTED!! PLAYSTATION TEKKEN 2 IS RIDDLED WITH ALL MANNER OF STRANGE SECRETS!



1 BUBBLE THOUGHTS

This wouldn't be a real Namco title without numerous hidden cheats and secrets to locate, and to this end, Namco have more than delivered, with a huge number of hidden extra features and characters to locate. Here are a selection of the greatest hidden secrets that we've found from our exhaustive playtest, and we'll print even more if we find any!

In Practice Mode, leaving your character stationary and not pressing any buttons usually isn't the most exciting way to improve your playing prowess. However, once you've not touched the joypad for about twenty seconds, your chosen fighter starts to have rather odd thoughts in a bubble above their head. Heihachi, for example, thinks of a green beetle, whilst Paul ponders over the key to his bike. Quite why Jack 2 thinks of a red Pacman ghost is anybody's guess, and all the icons that the characters think about occur later in the array of fruit that signify your victories.

2 OBTAINING THE SUB-BOSSSES

This is certainly straightforward, and included here so we don't have to print it again. To access your associated character's Sub Boss (such as Kuma, Paul Phoenix's associated character), simply finish the game (using any number of continues) in arcade mode with the appropriate fighter.



PREPARE YOURSELF FOR SOME TRULY FEARFUL NEW OPPONENTS!

STRANGE NEW MUTATED CHARACTERS HAVE ENTERED THE FIGHTING ARENA!!



3 OBTAINING KAZUYA

The new King of the Iron Fist becomes selectable after the Devil Kazuya has been gravely trounced by any Sub Boss in arcade mode (continues are acceptable).

4 OBTAINING ROGER AND ALEX

The two pets of Kazuya Mishima appear to answer the call of Kazuya when the competition hots up. To play as either one of the inhabitants of the Mishima gardens, start an Arcade fight as normal. Defeat the first two opponents and when you meet the third contestant, you must win the final round of the fight with only a very small amount of energy remaining (and so that the announcer utters the legendary "Great!"). Your next opponent should be the kangaroo or reptile.

Once these secret characters have been found and you have a full compliment of 25 characters, the following secrets become available:

5 PURPLE TUXEDOED KAZUYA

Those wanting to control the new Mishima world warrior should highlight his portrait in the fighters' select screen and press Start instead of punch or kick. Kazuya will then enter the arena resplendent in a purple suit with orange sash underneath.

6 TEKKEN YUCHIEN MODE

Highlight your fighter as normal, but before selecting them, press and hold down Select. Keeping holding down Select until the bout starts, and your character will have a larger head and wider appendages, looking slightly Super Deformed, and very very odd indeed.

7 TEKKEN CHUGAKO MODE

After your first fight in Yuchien Mode, hold down select again and choose exactly the same fighter (with the same clothing as previously) until the bout starts. Now your character will have mutated and warped into a highly frightening version of his or her original form, complete with a massive head and pumped up body parts.





8 SKY-HIGH MODE

At the character select screen, press and hold Select and Up (on the D-pad) and your character will be able to launch an opponent extremely high into the air after certain manoeuvres. You will know that the cheat has worked as a punch will sound at the start of the battle. This mode proves rather useful for the floating combos detailed previously.

9 WIREFRAME HEAD-ON MODE

At the character select screen, press and hold L1 and L2 for a very strange viewpoint of the fight. The camera moves to just behind a green wire-frame version of your fighter, looking mid-level at your opponent who appears rather huge and menacingly in front of you. Very difficult to get used to (despite two oval markers showing you where you are) but superb to watch (as the action never slows down), this could be the future of fighting games, and certainly gives you an indication of the PlayStation's power.



鉄拳 TEKKEN 2



THE SUPERB WIREFRAME MODE IS SURELY ONE OF THE FINEST SECRETS EVER SEEN!

TAKE ON THE RAVE WAR POSSE AT EXTREMELY CLOSE QUARTERS AND FACE HORRIBLE CONFUSION!



COMPETITION

So you reckon you're a bit 'tasty' at Tekken 2, do you? well now is the chance to prove it against all the other players of this truly astounding title. **MAXIMUM** has thrown down the challenge to all expert Tekken 2 players; we are currently formulating two Tekken 2 legends charts (with updates every month), with the highest scorers walking away with some exclusive (and extremely rare) Namco merchandise only available in Japan. Interested? Well to enter the league table, we want your quickest **Time Attack** score possible, and the largest **Survival** win you can muster! Once you've achieved what you reckon to be your finest possible score in both these modes, send us evidence to show your claims are genuine and we'll include you in our chart! Let the world know of your Tekken 2 mastery!!



VERY IMPORTANT!! PLEASE NOTE OUR RULING SYSTEM!!

1 We require your shortest possible Time Attack score, and your largest number of wins, using any of the 25 characters that you wish. Note that these features are only available on the PlayStation version of Tekken 2; any scores on the arcade machine are inadmissible.

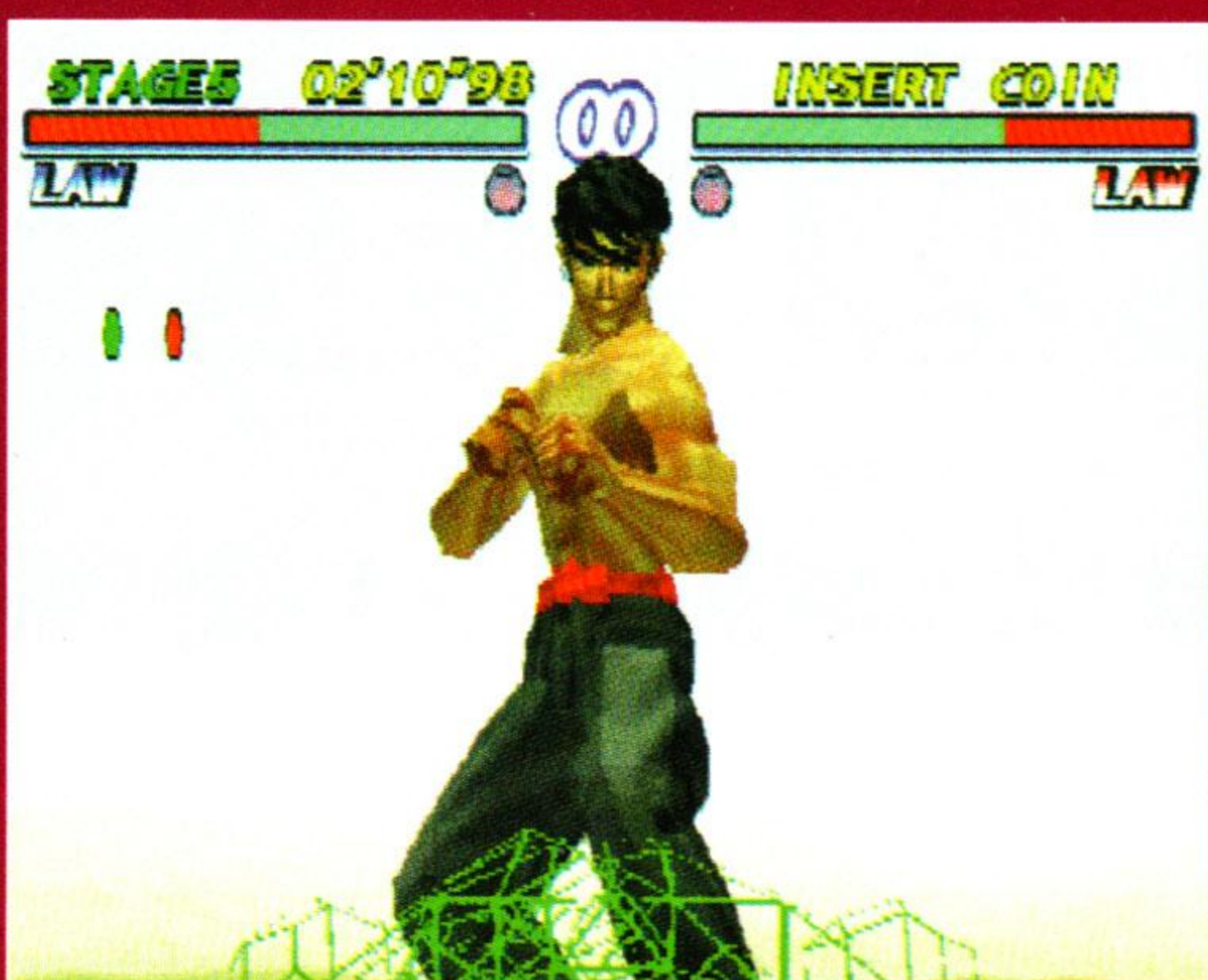
2 Once you've achieved a monumental score, send us evidence to that effect, which must be one of the following: A photograph or video tape of the Time Attack and Survival information screen, or a memory card with the appropriate information stored in the charts. **MAXIMUM** takes no responsibility for any lost or damaged videos and memory cards, but will return them (within 28 days) providing you enclose and SSAE of the appropriate size (preferably bubble-packed).

3 Remember to include your name, address and telephone number.

4 You may attempt to enter one or both charts.

5 You may attempt to better your score once your name has appeared in the magazine, but not before.

6 Send your example of gaming excellence to:



Do not delay, as the prizes at stake are some of the most sought-after in the western hemisphere (the exact nature of these products will hopefully be revealed next issue), and demand is bound to be huge. We've had numerous boastful claims over the phone about Time Attack and Survival scores, so here's the chance to prove it! Do you have the sufficient skill and power to become the UK's Tekken 2 master?

NEXT MONTH

Prepare for the final five Tekken 2 characters to be revealed in all their glory! Next issue **MAXIMUM** has pledged to reveal all the moves for Roger and Alex, Kazuya, Devil and Angel, plus we should have the preliminary results of our competition, so get practising those PlayStation Time Attack and Survival modes now! Finally, we'll also very briefly look at other magazines covering Tekken 2, subtly pointing out where they've been 'influenced' by our mammoth coverage (the total runs at two at the moment). After this, you'll be pleased to hear that the sub-bosses also receive attention to their floating abilities, so stay tuned as our Tekken 2 coverage moves into overdrive!



TEKKEN 2 MASTERS COMPETITION
MAXIMUM MAGAZINE
PRIORY COURT
30-32 FARRINGTON LANE
LONDON EC1R 3AU

STREET FIGHTER ALPHA 2 -Quest for Vengeance!

The best 2D fighting game in existence just got better!



Another month, another STREET FIGHTER!

You'd think that we'd all be bored of it all by now. You'd think that, with titles like Resident Evil and Star Gladiator, Capcom had finally made the commitment towards the expanding world of 3D. You'd think that, after NINE sequels (and numerous spin-offs), Capcom couldn't possibly find yet *another* good reason to turn us all into gibbering Street Fighter junkies. You'd think that, and you'd be wrong. Sigh.

PREPARE YOURSELF...

While Street Fighter Alpha was supposed to bridge the gap between Super Street Fighter 2 Turbo and Street Fighter 3, it proved so popular (particularly in Japan) that Capcom decided to release yet another Alpha sequel to cater for public demand. Pushing their CPS II hardware to its sprite-shifting limits, Alpha 2 features an unprecedented eighteen selectable characters, including two old faces from Street Fighter 2 (Dhalsim and Zangief), one REALLY old face from the original Street Fighter (Gen), another Final Fight crossover (Rolento) and one entirely new character (Sakura). The entire cast of Alpha are back, albeit with minor alterations, and this time Alpha's three hidden characters (Akuma, Dan and Bison) are all instantly selectable.



CUSTOM COMBOS

By far the most impressive new aspect of Alpha 2 is the Custom Combo system. By pressing together one punch and two kick buttons simultaneously, a blue light shimmers around your fighter, and your super combo meter turns into a timer. As the timer counts down, you automatically move towards your opponent, and can perform ANY string of ANY moves at ANY pace and they are all linked together to form a combination attack. Imagine five dragon punches followed by two hurricane kicks and fireball all in one combo! Anything is possible, provided you have the time and manual dexterity to do it. However, Original Combos can be blocked or stopped dead by a hit, even as they are being initiated, and MAXIMUM has found that the best way to guarantee their success is either to start them in the air, or just after an opponent has missed a move that leaves them vulnerable.



The character select screen offers the standard Capcom option of manual or automatic block (above). Alpha 2 has a cool intro sequence that showcases the five new characters (far left, and middle left) while the one player game consists of eight consecutive fights (left)... and one challenger!

GRAPHICS!

Capcom are renowned for their dynamic anime style sprites and smooth animation, and thankfully Alpha 2 is no exception. Ryu and co move with an excellent level of fluidity and grace, and as always the game art and character portraits are second to none. What's more, to make up for the disappointing backgrounds in Alpha (many of them were exactly the same with slightly different colour schemes), every character in Alpha 2 has his/her own original background. Fantastic stuff, as the many screenshots on these surrounding pages well indicate.

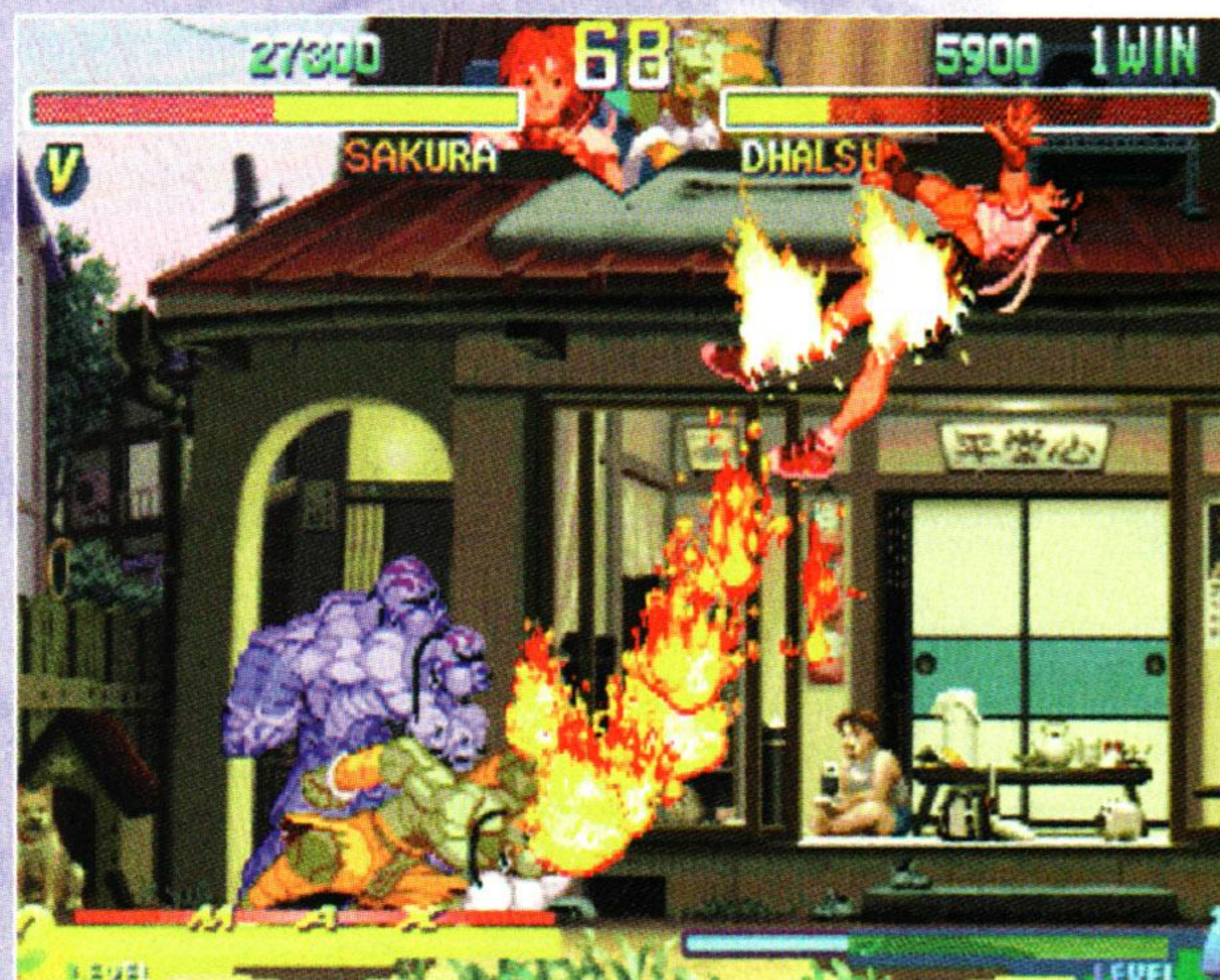
SOUND!

As is standard with all Capcom games these days, Alpha 2 makes full use of the audio genius that is QSound. Several of the characters have had their voices re-sampled or changed (Chun-Li, Ken, Adon, Guy and Dan spring to mind) while the BGMs have benefited from some nifty instrument swapping, giving the familiar tunes a different groovy feel.

GAMEPLAY!

Although on the surface Alpha 2 looks like it plays very similarly to its predecessor, in actual fact Capcom have made several significant alterations that adversely effect the gameplay. We'll go into these in more

detail next month, but needless to say Alpha 2 includes all the techniques of Alpha (albeit with some slight changes), whilst adding some totally new features (custom combos, fake moves, mid game 'dramatic' battles) and removing some of the game's cheesier tactics (for example, easy chaining).



Akuma initiates a level one Custom Combo (above left). If you finish an opponent while performing a Custom Combo, you are rewarded with a nice blue finishing flash, as opposed to the Super Combo's red explosion.

CHARACTER PROFILES

CHARLIE

Guile's best friend is back to dish out more damage, despite having died at the hands of M Bison in his original Alpha ending. Fighting atop a multistory building somewhere in America (with a huge military jet hovering in the background), Charlie is an agile, balanced character who has no trouble competing on equal terms with even the most powerful of World Warriors. With practice his charged Sonic Boom/Somersault Kick techniques can be used as efficiently as the Fireball/Dragon punch combination, and his Somersault Kick is now harder to aerial block too. Charlie's recovery delay on throwing a Sonic Boom is also down from Alpha, meaning he can now Spinning Back Fist an opponent who has just thrown a Fireball more easily, or follow up a jab Sonic Boom with a jumping kick timed to hit an opponent simultaneously. His Somersault Justice is still as hard to perform as ever...



With the aid of a Custom Combo Charlie can throw multiple Sonic Booms at once - as fast as you can tap back, forward and punch repeatedly! (above) There is no charge time needed during a Custom Combo once the first move has been performed.



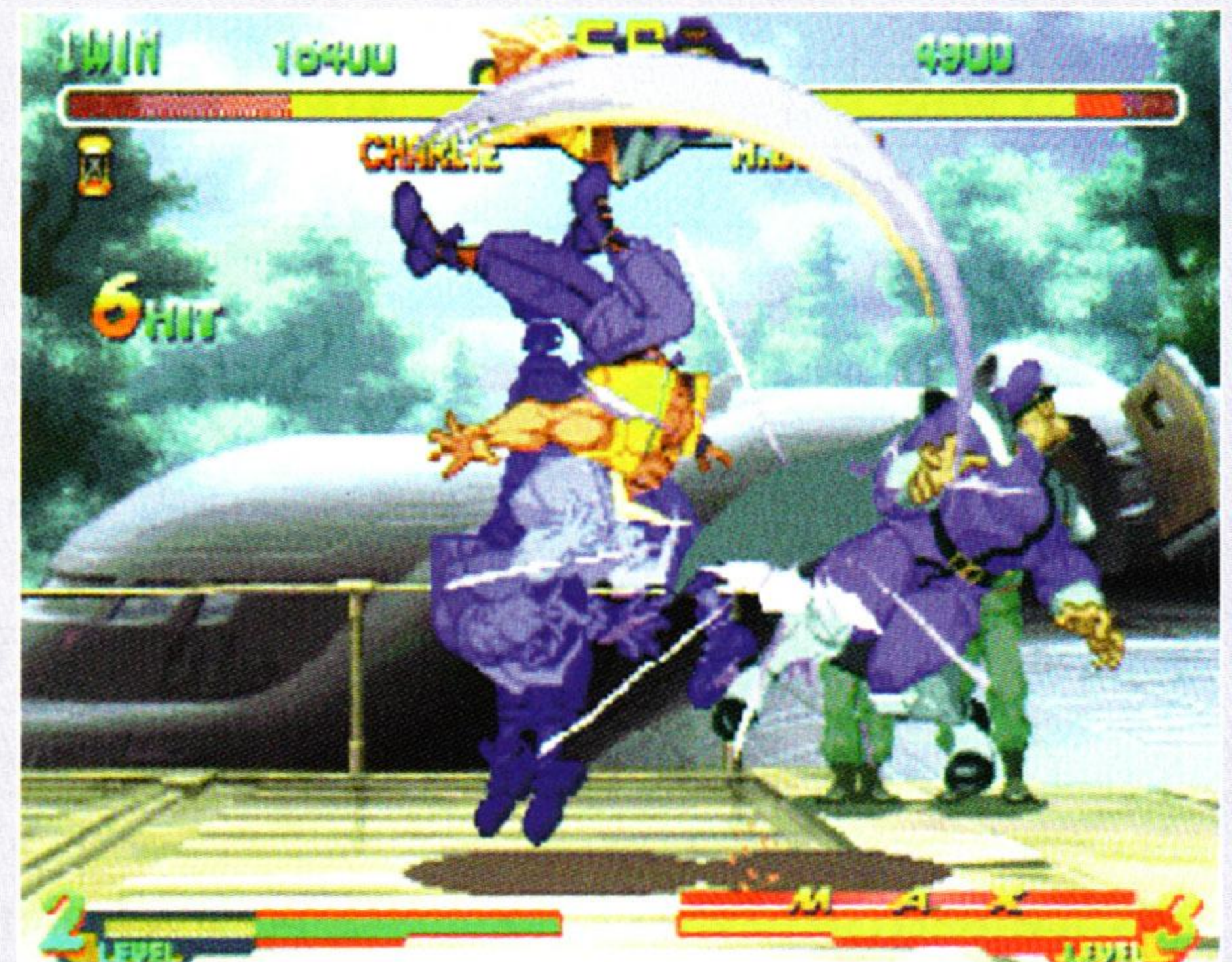
CHARLIE'S FIGHTING TECHNIQUES

SURE-KILLING TECHNIQUES

OVERHEAD	→ + FORWARD KICK
SPINNING BACK FIST	→ + FIERCE PUNCH
SONIC BOOM	CHARGE ← THEN → + ANY PUNCH
SOMERSAULT KICK	CHARGE ↓ THEN ↑ + ANY KICK

SUPER COMBOS

SONIC BREAK	CHARGE ← THEN →←→ + ANY PUNCH
CROSSFIRE BLITZ	CHARGE ← THEN →←→ + ANY KICK
SOMERSAULT JUSTICE	CHARGE ↘ THEN ↙↘↙ + ANY KICK



SAKURA

Apparently, Sakura is a great fan of Ryu (indeed she turns up as his mid-game dramatic opponent) and her moves reflect this. Using a slightly warped fireball/dragon punch/hurricane kick combo she is a flexible and accessible fighter, with a lot of potential. Her Waves Punch can be powered up three stages by tapping the punch button, with the largest size only travelling about as far as Dan's Stylistic Fist but snagging airborne attackers.

The youngest warrior yet!

Her Blossoming Punch is an interesting running Dragon Punch variation which sees Sakura charging before performing the uppercut. This unfortunately reduces its effectiveness against aerial attackers, but makes it perfect to use as part of a multiple hit combo. Finally her Spring Wind Kick moves in an aerial arc similar to a short aerial hurricane kick, and, if performed with roundhouse, can fly over projectiles. It also has an excellent priority against other attacks. Sakura's stage background is her own backyard, and if you look carefully through the patio doors you can see her brother playing Sega.



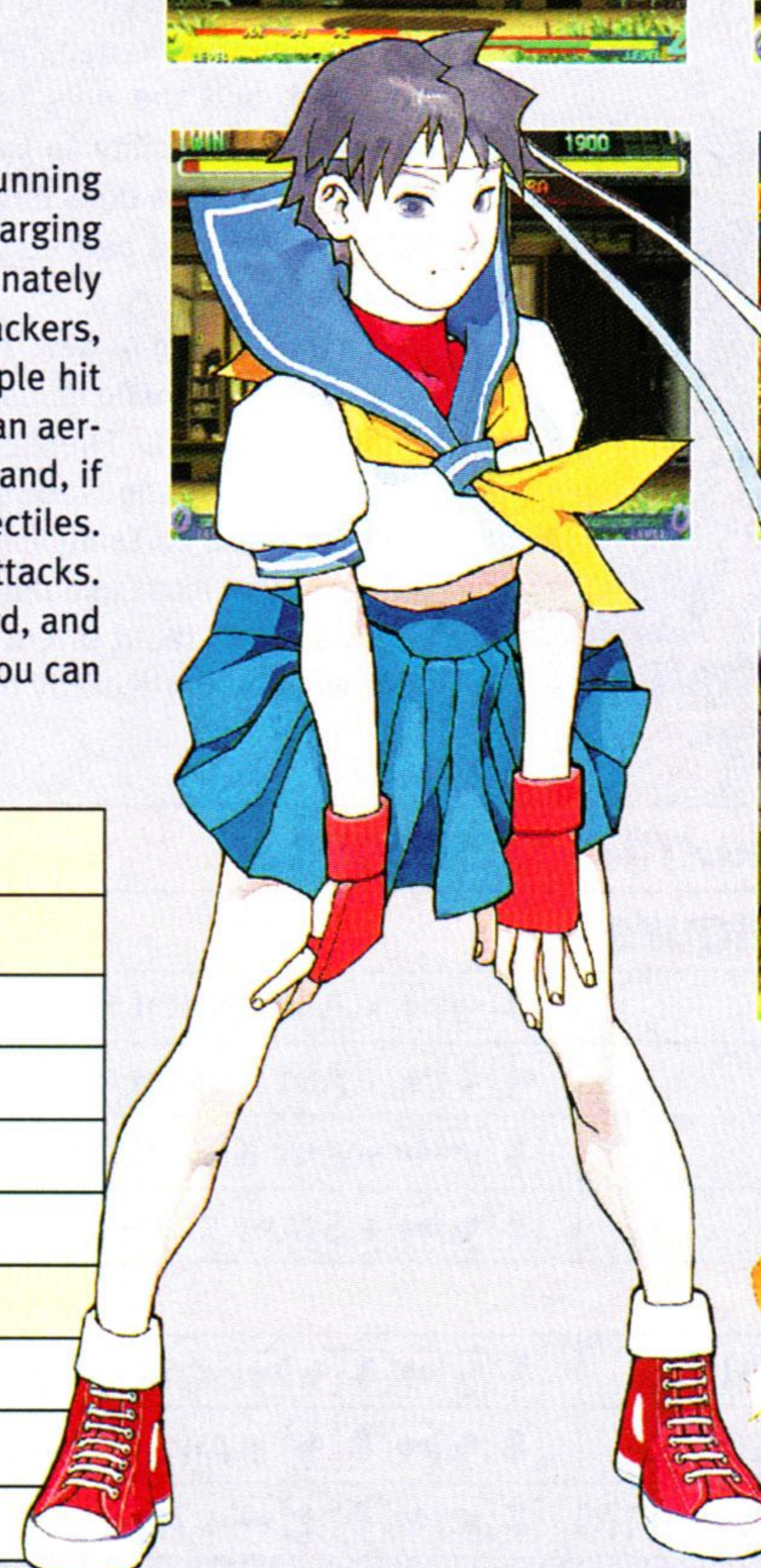
SAKURA'S BLOSSOMING FIGHTING TECHNIQUES

SURE-KILLING TECHNIQUES

OVERHEAD	→ + FORWARD
WAY OF THE WAVES PUNCH	↓↘↙ + ANY PUNCH
BLOSSOMING SAKURA PUNCH	→↓↘ + ANY PUNCH
SPRING WIND KICK	↓↘↙ + ANY KICK

SUPER COMBOS

VACUUM WAY OF THE WAVES PUNCH	↓↘↙↓↘↙ + ANY PUNCH
SPRING ONE SEASON	↓↘↙↓↘↙ + ANY KICK
CONFUSING SAKURA	↓↘↙↓↘↙ + ANY KICK





AKUMA

The mightiest warrior alive (or so he believes) Akuma is power made flesh. He enters the tournament searching for a decent challenge, and ultimately fights his old master - Gen. Akuma may no longer be a secret character, but he's still one of the most powerful. Akuma's background is an atmospheric cave buried deep within the heart of his own evil island, scattered with statues of the great pony tailed one himself.

Akuma's aerial fireball now travels at a sharper angle to make it a bit less cheesy, while his burning fireball motion has been completely reversed so as to make it impossible to accidentally perform when attempting an ordinary fireball (thus incurring a huge recovery delay!). Like Ryu, Akuma's dragon punch is no longer totally invincible, and can be hit both at the start of the animation (Sagat style) or at the pinnacle. His Instant Hellish Death Strike is still the most powerful move in the game (next only to Zangief's level three Spinning Pile Driver). And he's got a natty new white costume too. Moist!

AKUMA'S FIGHTING TECHNIQUES

SURE-KILLING TECHNIQUES

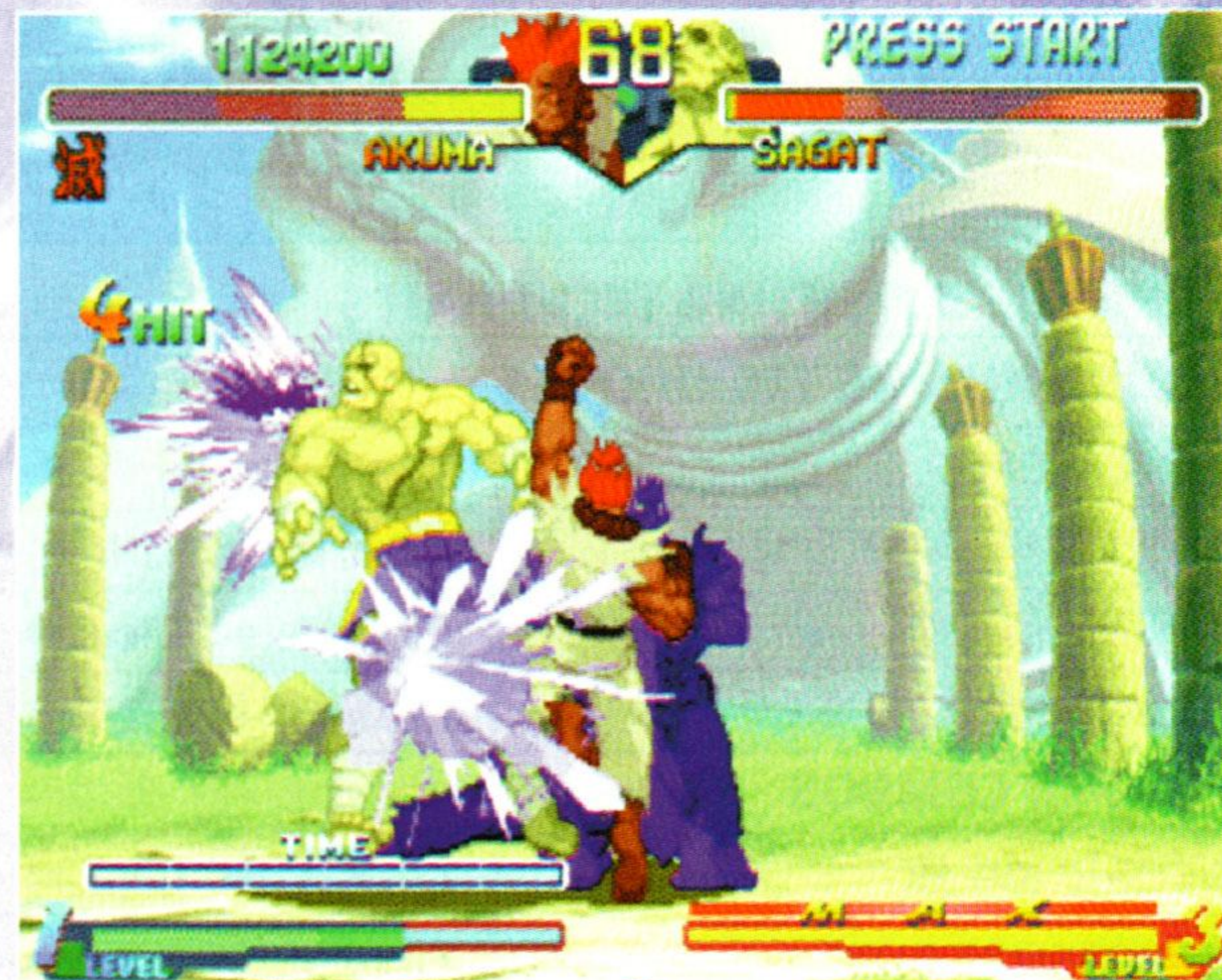
OVERHEAD	➡ + MIDDLE PUNCH
DIVE KICK	↓ + MIDDLE KICK
MIGHTY WAVE FIST	↓↘➡ + ANY PUNCH BUTTON
SCORCHING WAVE FIST	➡↘↓↙➡ + ANY PUNCH BUTTON
MIGHTY RISING DRAGON FIST	➡↓↘ + ANY PUNCH BUTTON
TORNADO SKY-CLEAVING LEG	↓↙➡ + ANY KICK BUTTON
TELEPORT	➡↓↘↙➡↓↙ + PUNCH x 3 OR KICK x 3
BUSHIDO LEAP	↓↘➡ + ANY PUNCH OR KICK

SUPER COMBOS

DESTRUCTIVE MIGHTY WAVE FIST	➡↘↓↙➡↘↓↙➡ + ANY PUNCH BUTTON
DESTRUCTIVE RISING DRAGON	↓↘➡↓↘ + ANY PUNCH BUTTON
DEMON MIGHTY SKY CLEAVER	JUMP ↓↙➡↓↙➡ + ANY PUNCH BUTTON
INSTANT HELLISH DEATH STRIKE	JAB, JAB ➡ SHORT, FIERCE



Akuma's Instant Hellish Death Strike (above left) is still one of the most difficult moves to perform in the game. If you manage to finish an opponent with it, you get a lovely Akuma specific background flash (above).



DAN

Dan was something of a controversial choice for the third hidden fighter in the original Alpha, given the fact that he had the most resoundingly ineffective moves of any Street Fighter character ever! Initially some expert gamers swore by him, until they played someone of decent ability, then they started to swear at him. Yes, dear reader, Dan still sucks big time. His jumping attacks have been weakened, his Gale Kick has been weakened, his fireball still doesn't leave his hand, and the only real addition to his moves arsenal is the ability to taunt indefinitely. Wow. On the bright side he does have a nice old-town marketplace background packed with vegetable stands and townsfolk.

Dan has a load of new frames of animation, so he looks better, but who cares when he still plays like an amputee pianist. There's supposed to be some incredible revelation about who Dan's father is in Alpha 2, but it certainly isn't Art of Fighting's Robert Garcia. If you must use Dan, **MAXIMUM** recommends you taunt and taunt often. If you do win, your opponent will feel particularly humiliated...



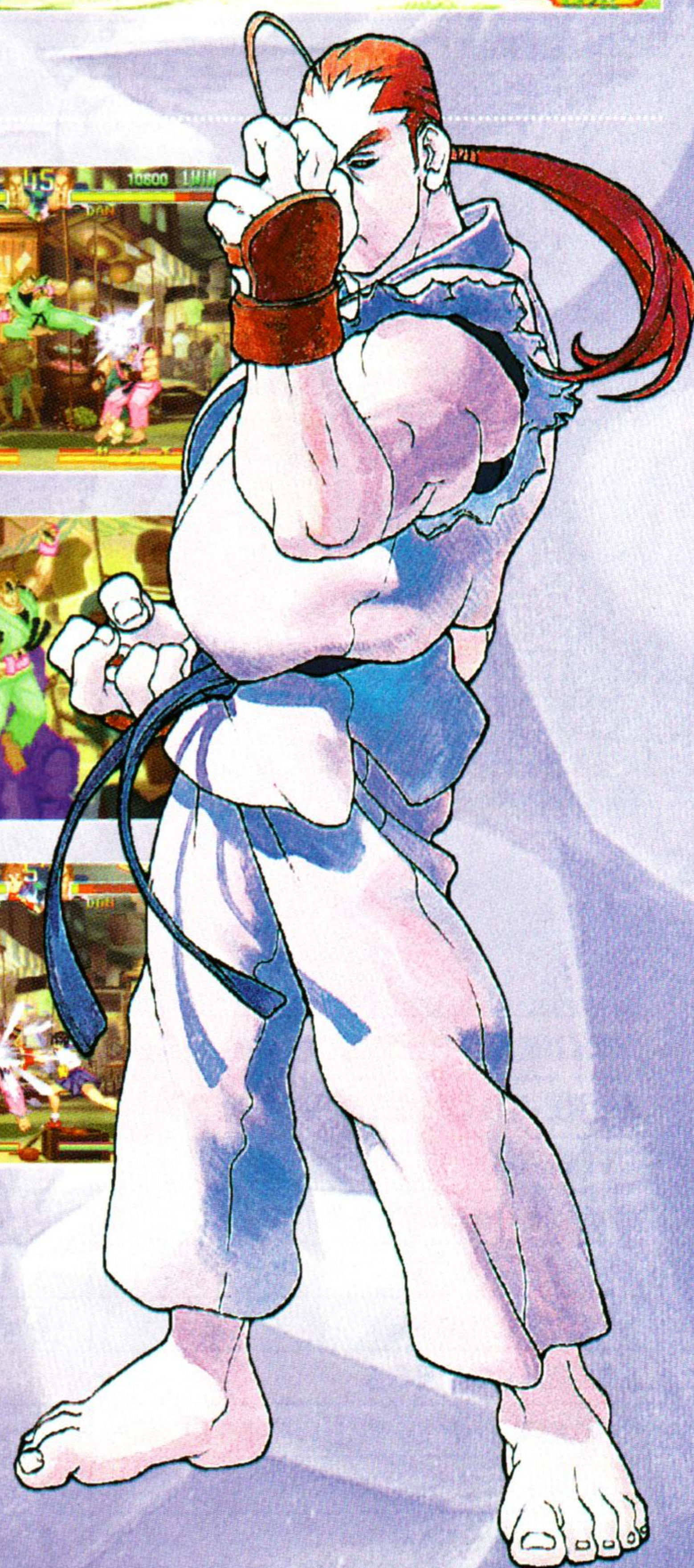
DAN'S INEFFECTIVE FIGHTING TECHNIQUES

SURE-KILLING TECHNIQUES

STYLISTIC FIST	↓↘➡ + ANY PUNCH BUTTON
SHINING DRAGON FIST	➡↓↘ + ANY PUNCH BUTTON
GALE KICK	↓↙➡ + ANY KICK BUTTON
ROLLING TAUNT	↓↘➡ + START BUTTON

SUPER COMBOS

SKY-SHAKING STYLISTIC FIST	↓↘➡↓↘➡ + ANY PUNCH BUTTON
SHINING DRAGON RAGING FIRE	↓↘➡↓↘ + ANY KICK BUTTON
WINNING VILLAINOUS FIST FURY	↓↙➡↓↙➡ + ANY KICK BUTTON



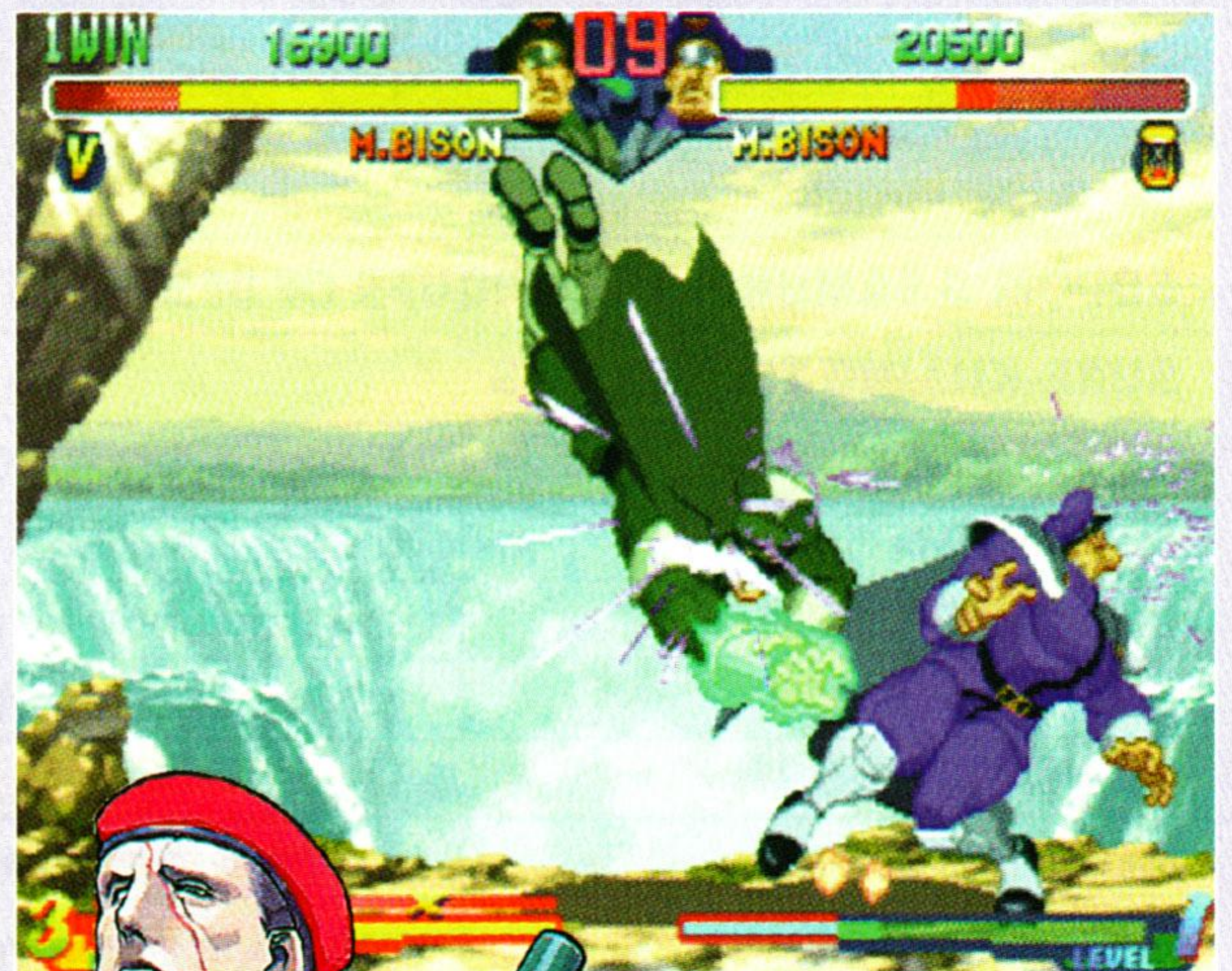
M BISON

The badass mudder fokker in the boiler suit is back! Though M Bison is a cumbersome character to control, in the right hands (like the computers) the master of Psycho Power is utterly lethal. His background is half of one of his airships resting in a Vietnamese swamp, watched over by two Shadaloo guard spectators who salute whenever Bison walks past.

In Alpha 2 Bison's Scissor Kick has been made even more vulnerable, and if blocked the recovery time is painfully long, giving your opponent plenty of time to decide how they want to retaliate. Also Bison can now only fire one psycho shot on screen at a time (unless you use a Custom Combo). Still, his basic attacks are very strong, and his stamina is second to none. Use his lightening fast teleport to confuse opponents, or with supreme timing to teleport and throw like the computer does. Be warned, however, that you won't make many friends using this technique.



Bison uses a Custom Combo to hurl multiple Psycho Shot's (above left). If you haven't seen this waterfall background before, (below) that's because it belongs to someone rather special. Intrigued? Better buy next month's **MAXIMUM** then hadn't you!



M.BISON'S PSYCHO POWERS

SURE-KILLING TECHNIQUES

SLIDE	↓ + HEAVY KICK
PSYCHO SHOT	CHARGE ← THEN → + ANY PUNCH BUTTON
SCISSOR KICK	CHARGE ← THEN → + ANY KICK BUTTON
TELEPORT	→↓↘ OR ←↓↙ + P x 3 OR K x 3
HEAD PRESS	CHARGE ↓ THEN ↑ + ANY KICK BUTTON + KICK
DEVIL'S REVERSE	CHARGE ↓ THEN ↑ + PUNCH BUTTON + PUNCH

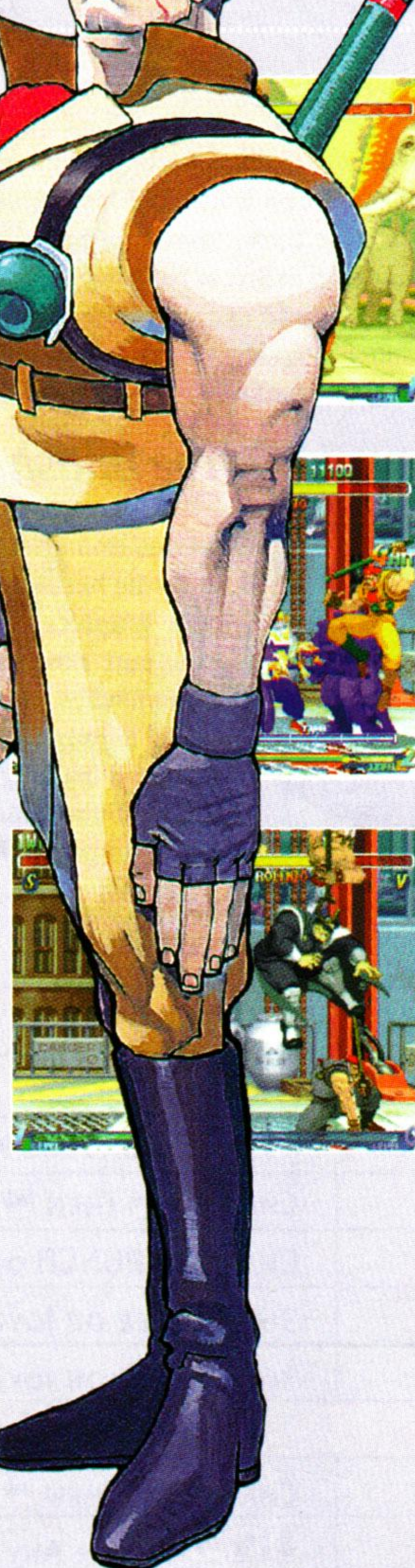
SUPER COMBOS

PSYCHO CRUSHER	CHARGE ← THEN →←→ + ANY PUNCH BUTTON
SCISSOR KICK NIGHTMARE	CHARGE ← THEN →←→ + ANY KICK BUTTON

ROLENTO

Hardcore Capcom fans may recognise Rolento as the level four boss from the original Final Fight coin-op (and subsequent Mega-CD conversion), and indeed his background is the moving cage lift that Haggar and co had to take before they reached his rooftop Metro City lair. Rolento fights with a style all of his own, and an effective one at that. His Pipe Twirl hits multiple times if you use it like a chain attack (jab, strong, fierce), though the recovery time is HUGE so make sure not to continue if the first strike is blocked. He also has several hit and run attacks (not to mention run and hit attacks!) including an aerial knife throw (the Stinger), an off-the-wall attack and a multiple hit rolling strike. Rolento's supers are also rather strange, with a vacuum grenade attack that burns and juggles opponents foolish enough not to block (similar to Ryu's vacuum hurricane kick super - kind of) and the deadly 'Take No Prisoners' move which sees your opponent getting strung up on a large hook! Ouch!

Rolento's Pipe Twirl can be repeated up to three times in an attack reminiscent of Super SF2 Fei Long's Rekka Ken (left). 'Take No Prisoners' sees Rolento releasing a spark along the ground that needs to connect for the move to work.



ROLENTO'S DISCIPLINARY FIGHTING TECHNIQUES

SURE-KILLING TECHNIQUES

PIPE TWIRL	↓↘↗ + ANY PUNCH BUTTON + PUNCH
STINGER	→↓↘ + ANY KICK BUTTON + KICK
MECONDEL ATTACK	↓↘↗ + ANY PUNCH BUTTON + PUNCH
MECONDEL AIR RAID	ALL PUNCH x 3 + PUNCH
MECONDEL ESCAPE	↓↘↗ + ANY KICK + EITHER KICK OR PUNCH

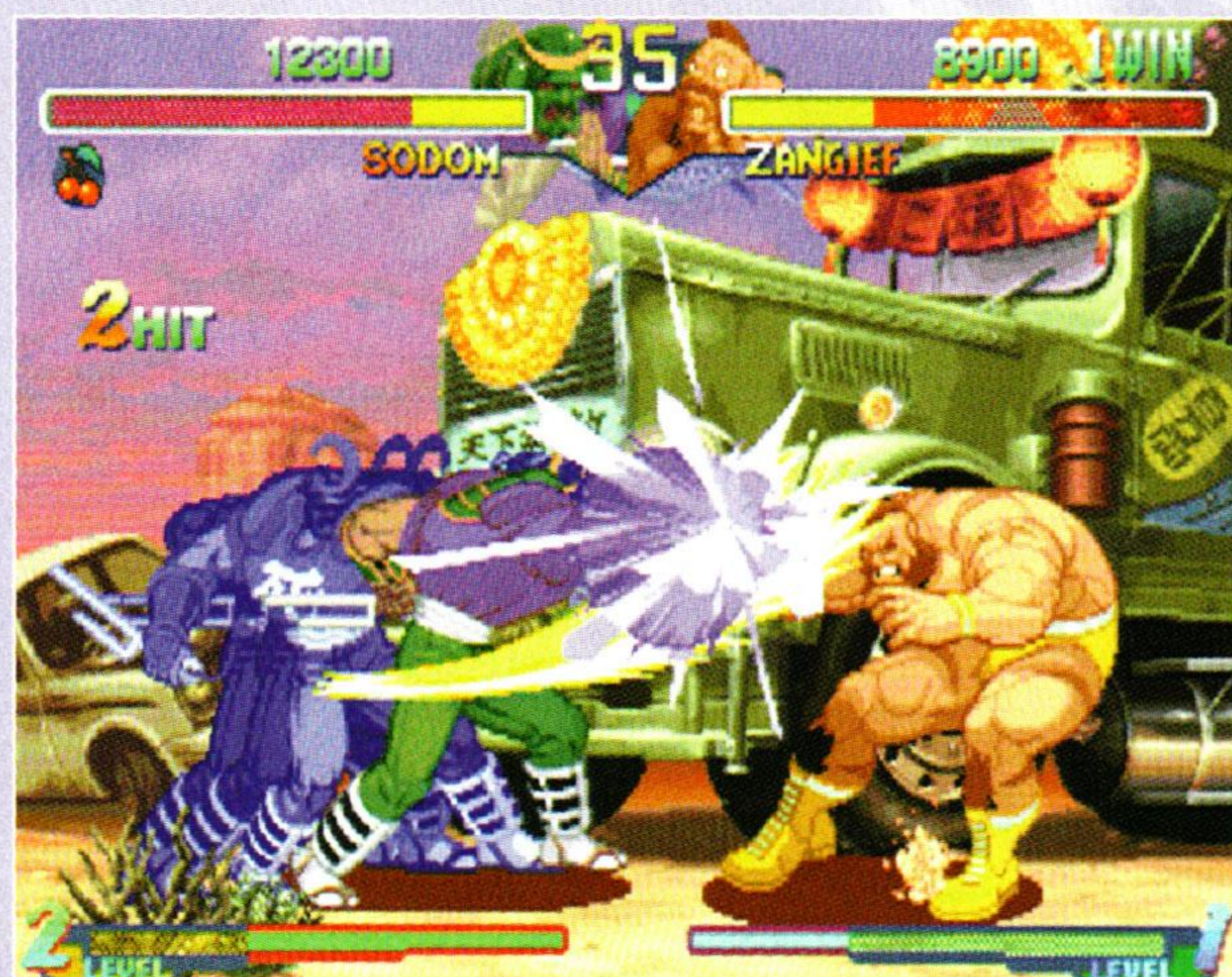
SUPER COMBOS

MINE SWEEPER	↓↘↗↓↘↗ + ANY PUNCH BUTTON
TAKE NO PRISONERS	↓↘↗↓↘↗ + ANY KICK BUTTON



SODOM

The Samurai bruiser from the second stage of Final Fight has learned a couple of new tricks since Street Fighter Alpha, but mostly its bad news. His Jitte Strike, besides having a new motion, now has some different properties. If performed with jab it hits a crouching opponent but not an aerial one. If performed with strong or fierce it hits an aerial opponent, but not a crouching one. Fascinating...



Sodom's cheap roundhouse slide has been shortened in range and made vulnerable (thank God!). He has also gained a greater grabbing range for his Daikyo Burning (he now charges all the way across the screen), and also an all new anti-air move called the Shira Catch. When performed Sodom extends his arms, and if anyone should kick or punch him while he is in this stance, he responds immediately with a counter throw. Sodom's background is a desert lot with a huge, painted freight truck in the background - spookily similar to Big Bear's stage in Fatal Fury Special.



SODOM'S SAMURAI TECHNIQUES OF DESTRUCTION

SURE-KILLING TECHNIQUES

JITTE STRIKE	↓↘→ + ANY PUNCH
SHIRA CATCH	↓↘← + ANY KICK
BUTSUMETSU BUSTER	360 DEGREE ON JOYPAD + ANY PUNCH
DAIKYO BURNING	360 DEGREE ON JOYPAD + ANY KICK

SUPER COMBOS

MEGA JITTE STRIKE	↓↘→↓↘→ + ANY PUNCH
BUTSUMETSU BOMB	720 DEGREE ON JOYPAD + ANY PUNCH



Remarkably, Sodom is something of an office favourite! Here he demonstrates his new anti-air throw - the Shira Catch - against newcomer Sakura (above top). It's a tough move to master, though notably not as tough as his 720 Butsumetsu Bomb. For advice on how best to perform these gravity defying spin moves, consult the next issue of MAXIMUM - The Master's Mag (tm).

BIRDIE

Like Sodom, Birdie has had some of his more powerful attacks weakened. He now has shorter invulnerability on his Bull Headbutt and Turn Around Bull Horn, and his murder chain does slightly less damage. Thankfully, to compensate for these losses he has a new roundhouse overhead throw (similar to Zangief's Alez Oop in Street Fighter 2) and a 360 triple slam throw - the Banded Chain - performed with kick instead of punch.

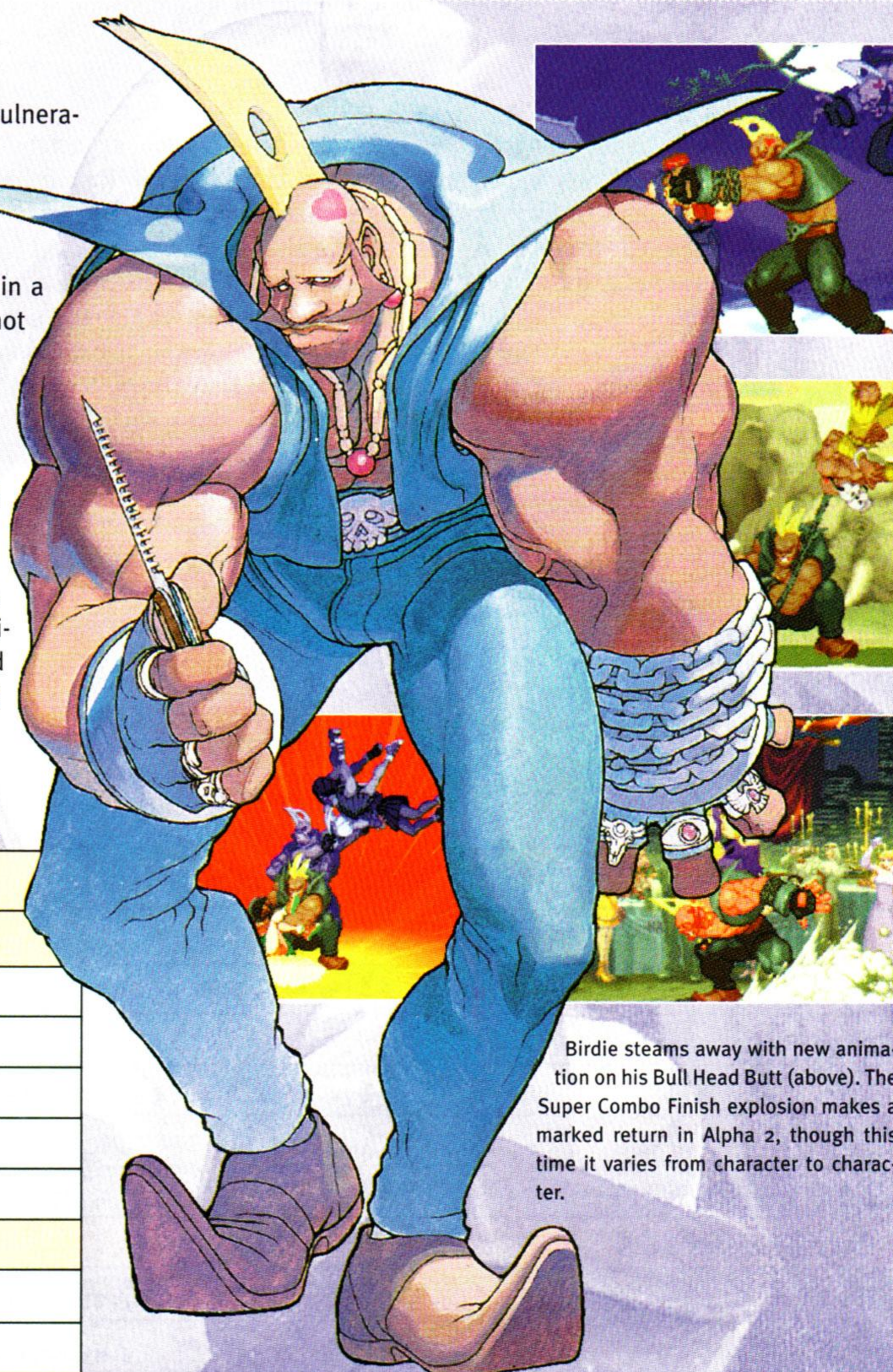
Birdie's background is one of the most amusing stages in Street Fighter Alpha 2, set as it is in a British toilet, with punters in the background happily slashing away oblivious to the carnage not



The British Bruiser is Back!

metres from them.

Birdie himself has also received something of a graphical overhaul too, with his Bull Headbutt now setting fire to its recipient, while Birdie's face turns red and steams away. He is a tough character to master, but ultimately a brutally effective one. His patented 'Birdie' Super Combo is easy to perform, and leap over projectiles to do massive damage!



Birdie steams away with new animation on his Bull Head Butt (above). The Super Combo Finish explosion makes a marked return in Alpha 2, though this time it varies from character to character.

BIRDIE'S BRUTAL FIGHTING TECHNIQUES

SURE KILLING TECHNIQUES

OVERHEAD	→ + ROUNDHOUSE KICK
BULL HEAD BUTT	CHARGE ← THEN → + ANY PUNCH
TURN AROUND BULL HORN	CHARGE 2 PUNCH OR KICK THEN RELEASE
MURDER CHAIN	360 DEGREE ON JOYPAD + ANY PUNCH
BANDED CHAIN	360 DEGREE ON JOYPAD + ANY KICK

SUPER COMBOS

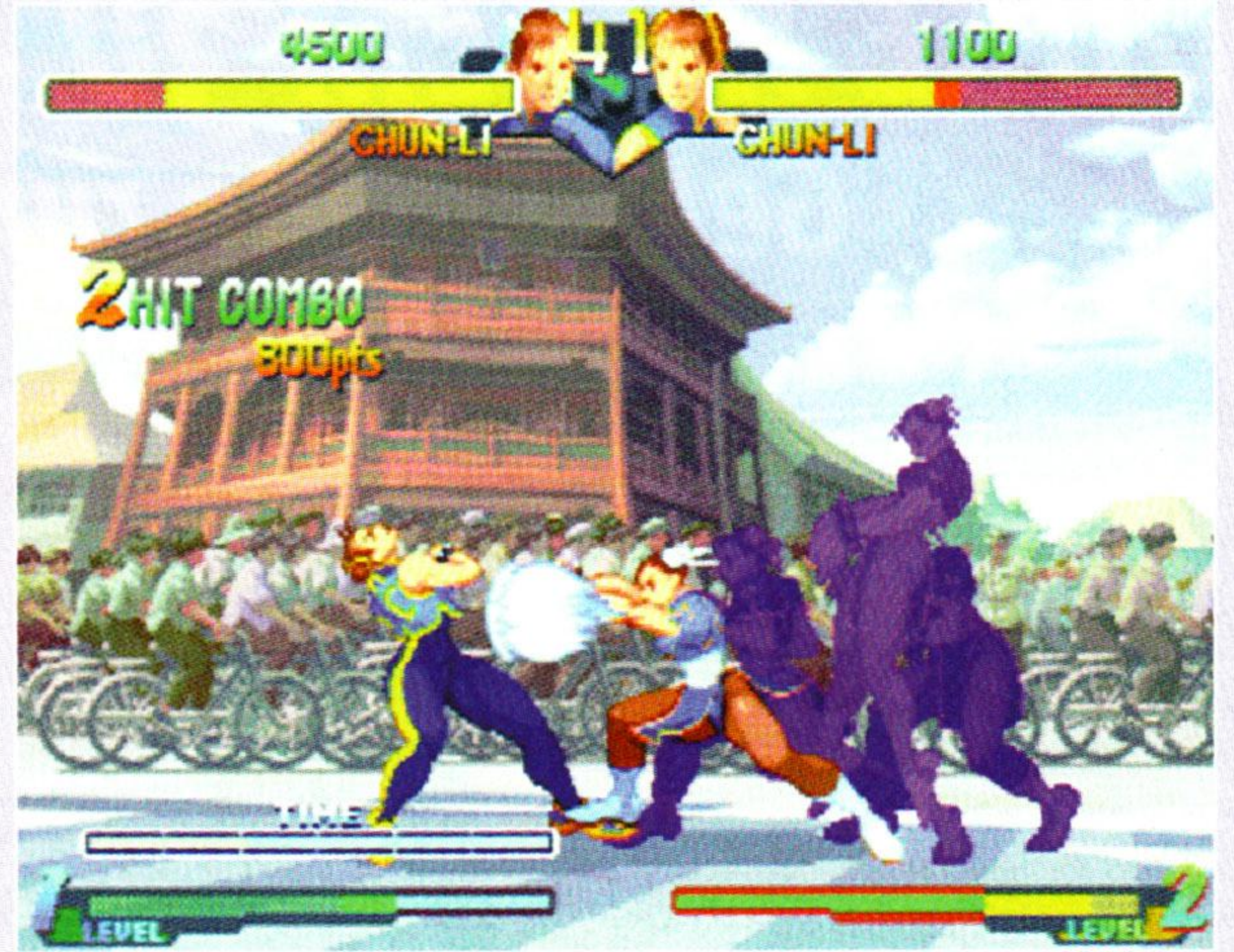
THE BIRDIE	CHARGE ← THEN →←→ + ANY PUNCH
BLUE AVENGER	↓↘→↓↘→ + ANY PUNCH OR KICK

CHUN LI

Sporting her stylish new blue body suit from Alpha, Chun Li continues on her mission of vengeance against M Bison for the murder of her father. She fights on a major downtown street in China, with literally hundreds of people riding bicycles in the background.

Since the original Street Fighter 2 Chun Li's main strength has always been her overwhelming speed, and this has been even further accentuated for Alpha 2. Her crouching forward kick has an unprecedented range and recovery time, making it one of the most lethal standard attacks of the entire game, while her Kikoken now benefits from a Yoga Flame style motion as opposed to a charge. Skilled players can also

use her Knee Flip to advance over fireballs without having to jump. Like Charlie, Chun Li is another character who easily holds her own with the big boys. Use her Lightning Kick in a Custom Combo for big hurts!



CHUN LI'S NIMBLE FIGHTING TECHNIQUES

SURE-KILLING TECHNIQUES

KNEE FLIP	↵ + ROUNDHOUSE KICK
LIGHTENING KICK	RAPIDLY TAP ANY KICK
SPLIT KICK	→↵↵↵ + ANY KICK
SPINNING KICK	CHARGE ↵ THEN ↵ + ANY KICK
KIKOKEN	↵↵↵↵↵ + ANY PUNCH

SUPER COMBOS

THOUSAND BURST KICK	CHARGE ↵ THEN →↵↵ + ANY KICK
SUPER KIKOKEN	↵↵↵↵↵↵ + ANY PUNCH
SUPER SPINNING KICK	CHARGE ↵ THEN ↵↵↵ + ANY KICK



Chun Li is one of the most played Alpha 2 characters at **MAXIMUM**. She really has developed since the first Street Fighter into an awesome warrior. Speaking of the first Street Fighter, if that costume on the right seems familiar (top above) that's because it is. For full details on how to select the ORIGINAL Super Turbo versions of Chun Li among others, you'll just have to tune in next month. Bet you're looking forward to it now, eh?

GEN

Akuma's teacher is thought to be some relation to the infamous Gouken, returning from SF1 with an abundance of new techniques. Fighting from an abandoned alleyway Gen is the only character in any Street Fighter game who can change between two different sets of moves during the fight. In the Mantis pose, he closely resembles Vega from Super Street Fighter 2 Turbo, with a rolling attack, and 'off the wall' strike that can be angled behind your opponent to confuse their blocking. In the Crane pose he has an interesting

foot-based Dragon Punch alternative, an E Honda style rapid punch attack, and the awesome Death Point Strike super. If the strike connects, a timer appears above the unfortunate recipients heads, and if they cannot retaliate before it reaches zero they are inflicted with a heavy stun!



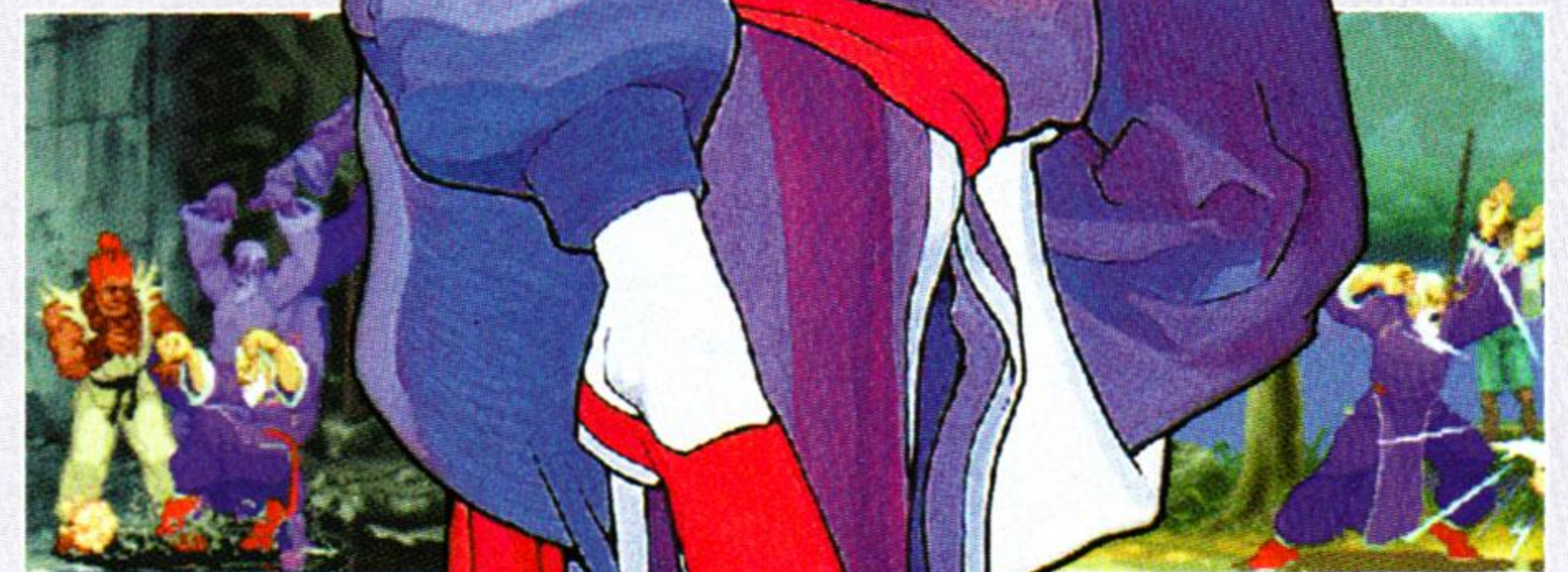
GEN'S GRACEFUL FIGHTING TECHNIQUES

SURE-KILLING TECHNIQUES

CRANE STYLE (1)	ALL 3 PUNCH BUTTONS
1. LEG THRUST	→↵↵ + ANY KICK BUTTON
1. HUNDRED FIST STRIKE	RAPIDLY TAP ANY PUNCH BUTTON
MANTIS STYLE (2)	ALL THREE KICK BUTTONS
2. ROLLING PALM STRIKE	CHARGE ↵ THEN → + ANY PUNCH
2a. OFF WALL HEEL STRIKE	CHARGE ↵ THEN ↵ + KICK
VERTICAL DRILL	DURING 2A PRESS ↵ AS YOU JUMP OFF WALL

SUPER COMBOS

1. LUNGING RUPTURE	↵↵↵↵↵ + ANY PUNCH
1. DEATH POINT STRIKE	↵↵↵↵↵ + ANY PUNCH
2. RISING LEG THROW	↵↵↵↵↵ + ANY KICK
2. BOUNCING FOOT CHARGE	↵↵↵↵↵ + ANY KICK (In Air)



Gen utilises a unique combination of familiar Street Fighting techniques. His Death Point Strike (above) is truly awesome! Tune in next month for the other characters and some amazing secrets!



DUKE NUKEM 3D - The Duke is back!

Get ready to rumble with Apogee's latest blaster!



STORY? ER...

"A babe, a stoogie and a bottle of Jack. That's just what I need right now."

Duke mused on his recent defeat of the Rigelatins, his voice raspy even in his thoughts. After single-handedly saving the Earth - again - he was ready for a large period of lying the hell down.

"And no more freakin' aliens!"

Just then, a white-hot plasmatic blast punched through the hull of his cruiser. Klaxons flared, warning lights flashed, and static filled his monitors. He flipped his com.

"Hey anybody out there? I got a little prob..." Duke started.

"Mayday! Mayday!" the radio replied "Los Angeles is under attack! There are aliens everywhere, and they've mutated the LAPD. Is anyone there? We need help—" The transmission went silent.

"Great," Duke grumbled as his careening ship narrowly missed a skyscraper. "What's the problem with all these aliens attacking Earth anyway? How many alien races have to get their asses kicked?"

Duke slammed his fist into the waiting eject button.

"I guess one more..."

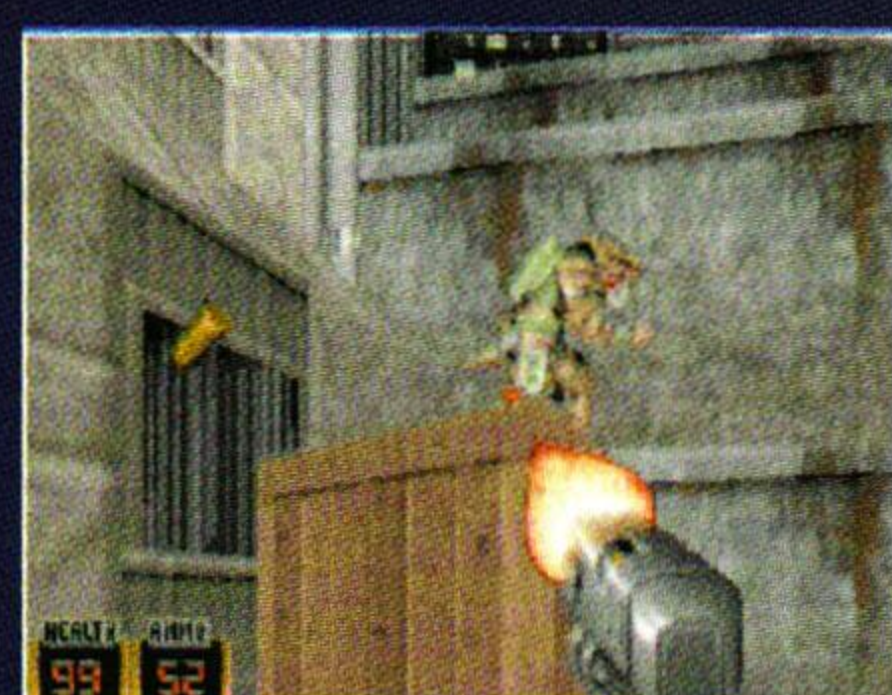
THE DUKE OF DEATH!

As many PC fanatics will undoubtedly already know, Duke made his first appearance in 1991 when Apogee released their classic action/platform title Duke Nukem. This was then followed by a superior sequel (Duke Nukem II) in 1993 which whilst being an entertaining romp, still couldn't hold a candle to the console equivalents of the same genre. Now, after a three year gestation period Duke Nukem is back with a vengeance in his first 3D outing.

Duke Nukem 3D is the finest game to date from the 3D Realms stable!
Six level unregistered Shareware version is available now!

JOURNEY TO NEW 3D REALMS!

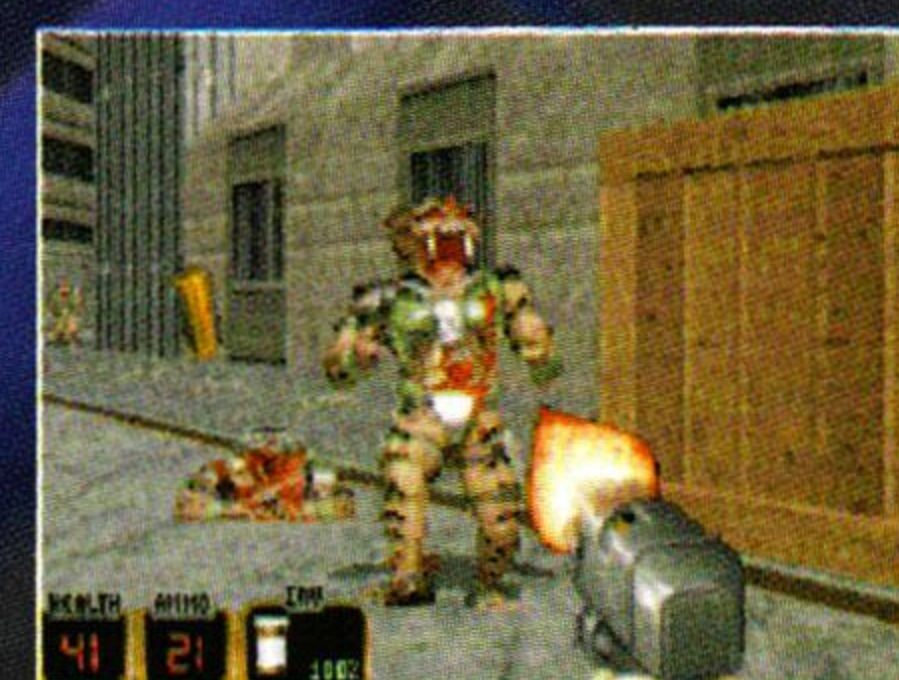
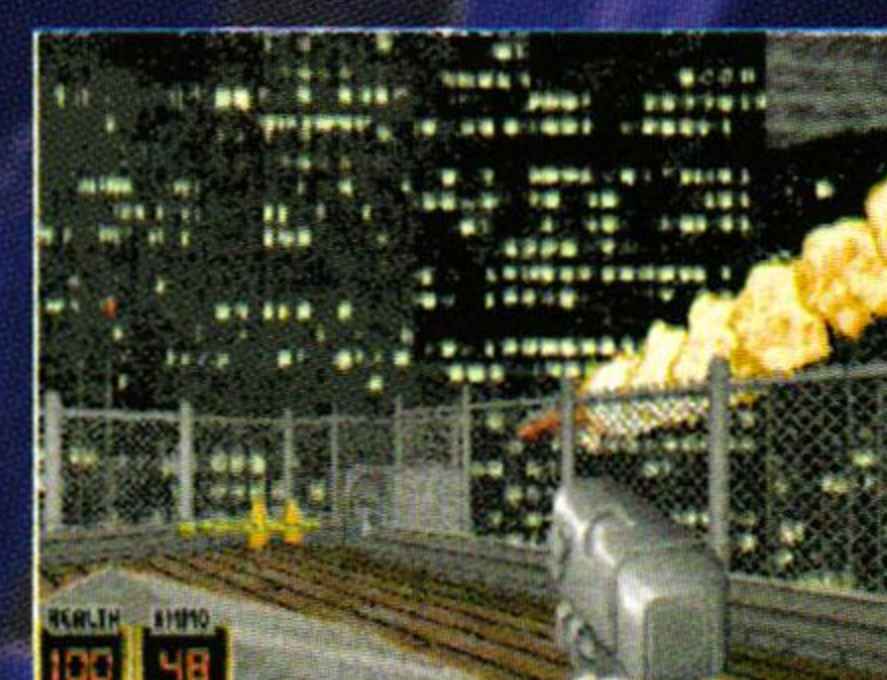
Set to be released under Apogee's 3D Realms label later this year, Duke Nukem 3D can be viewed more as a sequel to Apogee's earlier 3D attempt Rise Of The Triads than to Duke Nukem II. A first person perspective blaster modelled in the style of Doom, the game borrows heavily from id's seminal classic, but wisely takes the opportunity to develop the sprite-based 3D action premise to its logical extremes. Although the game is not due for release until late April (with a PlayStation conversion soon after), the shareware version has been available on the Internet since February (prompting some lesser magazines to review an incomplete version), and is now available to buy at a bargain price through most PC game stockists. With the recent addition of the inspired Duke 1.1 upgrade patch and the promise of the final version a week after the ECTS trade show, Dukemania has reached fever pitch, and in order to prepare you for the registered release **MAXIMUM** brings you this six page Extended Play on the 1.1 shareware version. **MAXIMUM** have been reliably informed that a PlayStation conversion is under way, with a Saturn version also a distinct possibility. Could Doom's days of console domination be numbered? Read on...



WE'RE DOOMED!

Like Doom, the basic game structure of Duke Nukem 3D involves negotiating a series of 3D levels (6 in the shareware release), locating keys to gain access to restricted areas, solving basic puzzles, collecting helpful items (Heretic style) and oh yes, shooting things. And that's about it. As you can tell from the opening paragraph of this feature (taken from the game itself!), Duke Nukem 3D is not a game that relies heavily on its plot. If you want a story, buy a book. If you want a session of hardcore portion deliverance, play Duke Nukem 3D. Developed in the states, Duke also features some of the most hideous Americanisms yet seen, with Duke himself resembling a cross between Arnold Schwarzenegger and Bruce Campbell.

Duke pumps a 10 gauge round point blank into the alien troopers face (right), while underwater Duke rapes the unfortunate Octabrain from a similar close range with the chaingun cannon, causing equally devastating results (far right). Overkill is quite a common feature of Duke Nukem 3D.





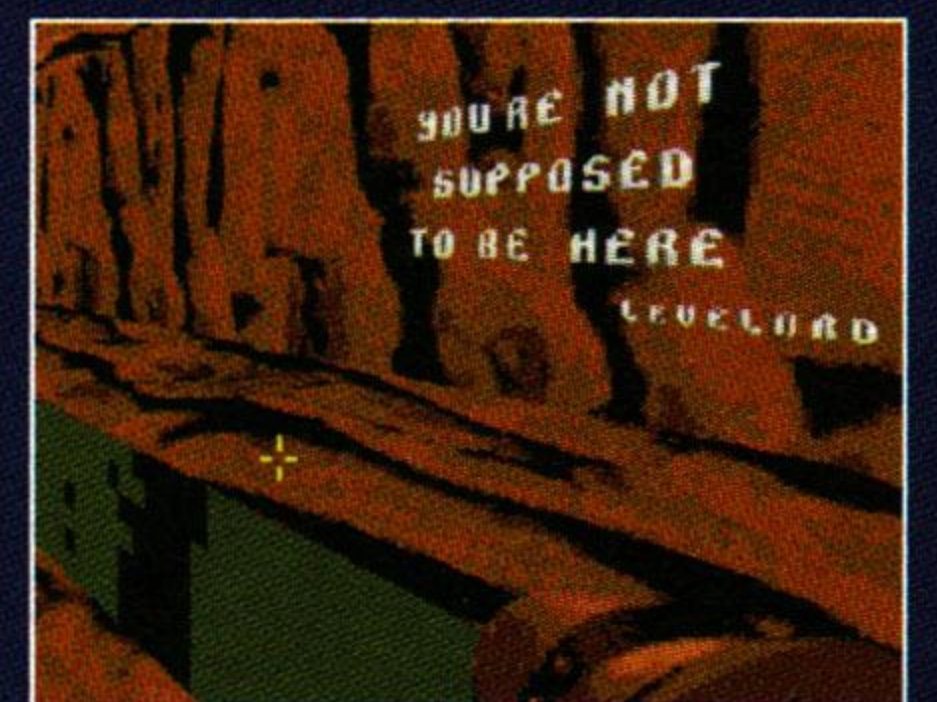
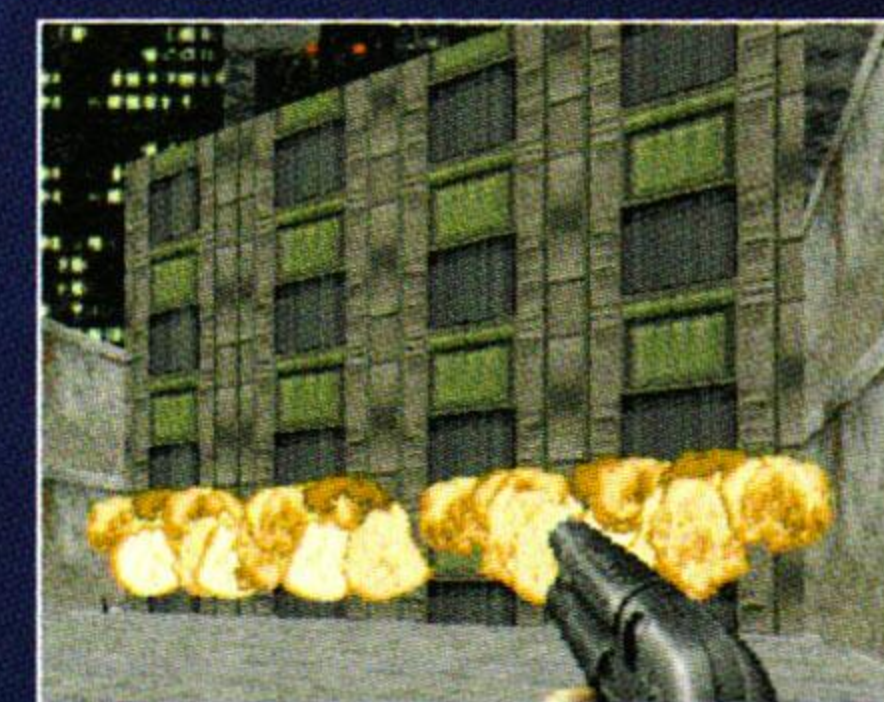
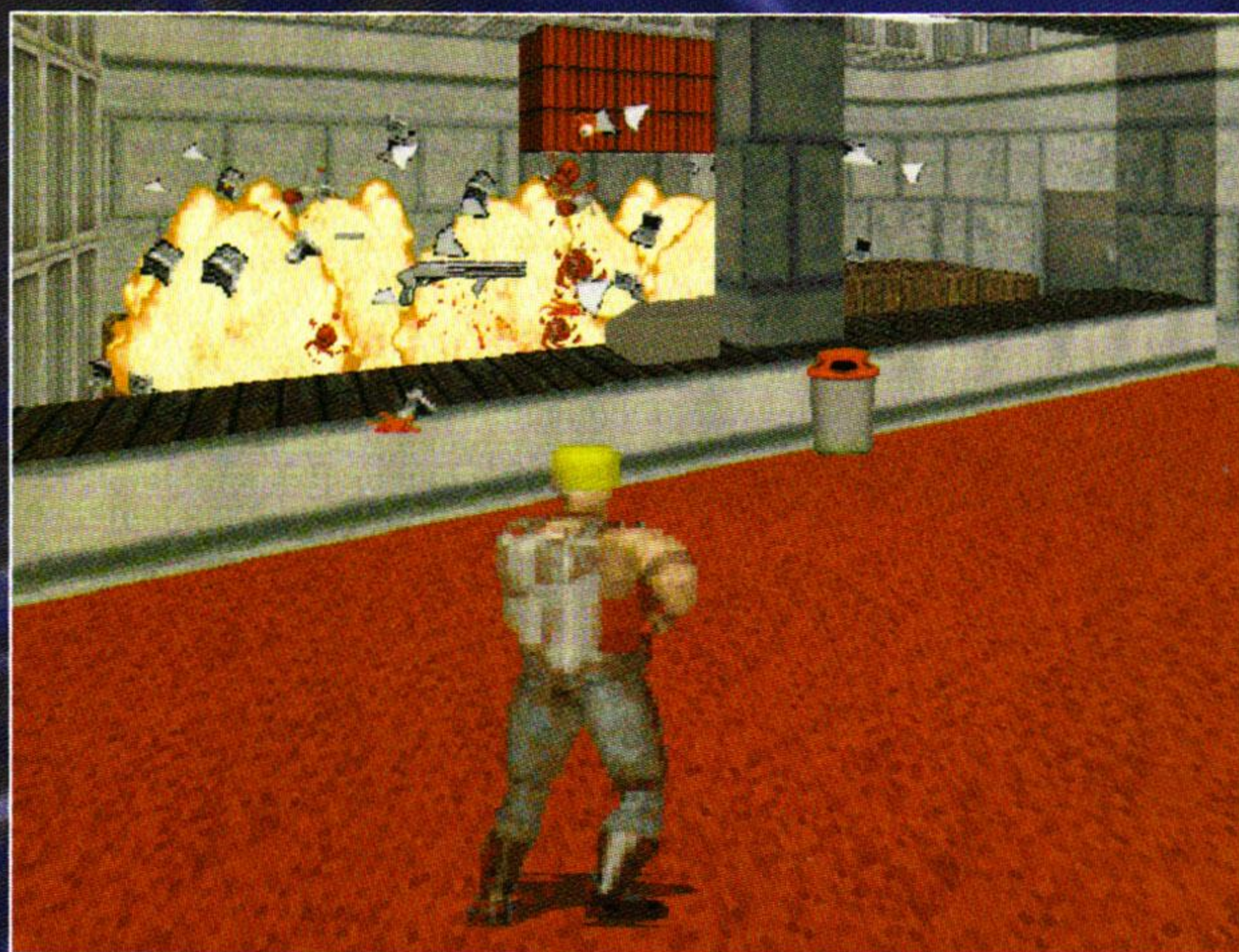
Duke prepares to snipe the underwater mine, thus delivering a nasty surprise to the unsuspecting Octabrain (above). The Lone Wolf style 'Duke-cam', accessed by pressing F7, is fun for a while, but not really very practical (below).



SUPREME CONTROL!

Taking its inspiration from innumerable other game sources, Duke Nukem 3D combines a number of familiar features from a range of first person perspective shooters (Doom, Dark Forces, Heretic, Future Shock to name but a few) to make Duke the most flexible character in a 3D game ever. He can run, duck, crawl, jump, fly, strafe, use items and even swim. This may seem like a lot of controls to get to

grips with, but with the aid of the 1.1 patch, controlling Duke is simplicity itself. Learning from all the criticisms levelled at the initial 1.0 shareware release, 3D Realms have used the patch to respond to player demands, and in doing so have set a new standard in control configuration options.



From within the set up programme players can not only configure their joystick/mouse to respond to either digital or analogue input, but can also attribute any of the games' many commands to any specific form of player input. For instance, you could make pushing forward on the mouse not only move forward, but also open doors. Or you could attribute a single click (and hold) of the right mouse button to duck, while a double click might result in your character jumping. What's more, the game comes with a pre-defined Future Shock style mouse aiming toggle which allows for a brilliant mouse/keyboard combination that, together with an optional cross hair target, has become a firm **MAXIMUM** favourite. Nick has taken to this control method like a fish to water!

PlayStation and Saturn conversions are expected shortly!
The most flexible and graphically stunning 3D sprite based shoot 'em up yet!

The secret room behind the Cinema sign can be reached either by jumping on the palm tree, or using the jet pack (right). It contains all of the unregistered versions weapons, and is essential in Duke Match. The arcade (below) is an explosion waiting to happen. Shoot the canisters and stand well back!



BUILDING NEW WORLDS!

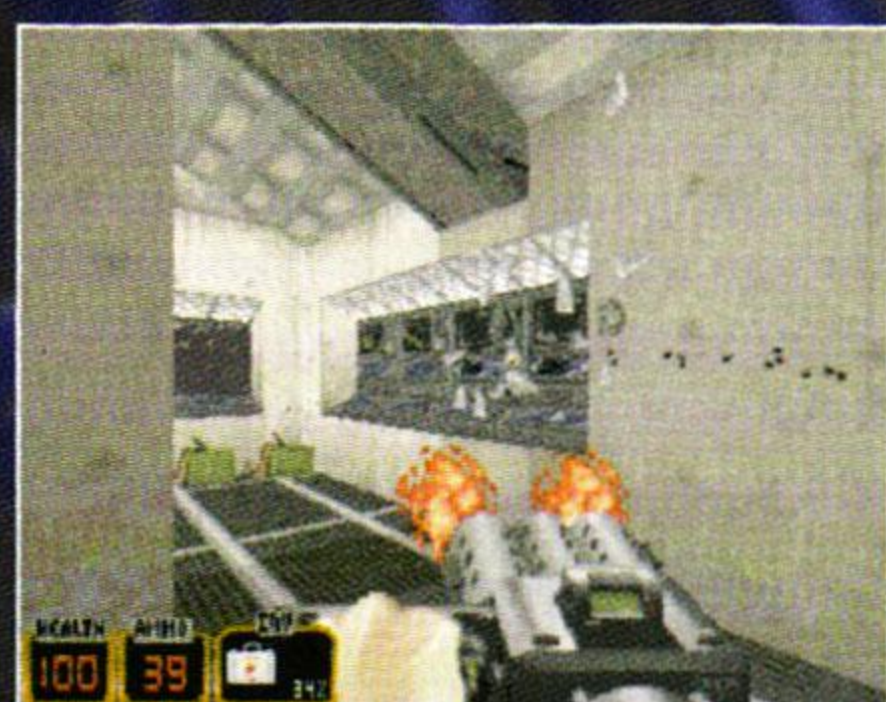
The game utilises 3D Realms' own Build Engine, a 3D sprite based graphics engine that claims significant improvement over id's 3D engine (last witnessed in the brilliant Hexen: Beyond Heretic) by offering the ability for 'looking up and down, reflective floors, mirrors, true rooms above rooms, multi-coloured lighting (Doom only had white lights), moving vehicles, translucent sprites, high-res mode for Pentiums, user-modifiable parameters, underwater swimming and much, much more.'

The end results on display in Duke Nukem 3D are very impressive, and while perhaps not quite in the same league as the polygon based Future Shock or Quake, offer a speed and fluidity that these titles could not hope to match on a low end machine - or in hi-res mode, even on a Pentium (600x800 runs very smoothly on our P90).



ENVIRONMENTAL DESTRUCTION!

One of the best features of Duke Nukem 3D is undoubtedly the cohesive level design. While each stage is stuffed with the usual quota of monsters, traps and secrets, what really impresses is the attention to detail. Each level has been fashioned to resemble a unique and recognisable place, with no two stages looking even remotely similar (unlike Doom). From the abandoned cinema to the vast mountain range, stand out architecture means you'll never have trouble identifying exactly where you are in relation to the rest of the level. Also, nearly every sprite based item in the game can be destroyed (bottles, signs, bins, etcetera) whilst walls can be punctured with standard gun shots, giving a greater sense of level interaction. It's very satisfying to blow an enemy out of a window in a shower of glass, or to view the blood spattered bullet holes left after pinning an opponent to the wall with the chain gun cannon.



LOCK AND LOAD!

In true Apogee fashion Duke Nukem 3D is a game of outrageous excess, and this a trend carried through to the game's weaponry! Six weapons are available in the unregistered shareware version with a further three planned for the final registered release.



1

1. DUKE'S MIGHTY FOOT

When all else fails hoof the enemy in the pipes with Duke's 'mighty' right foot. While this is a particularly pathetic attack, when combined with a bottle of steroids it becomes a more desirable offensive technique. Basically the equivalent of the bare knuckles in Doom.



2

2. PISTOL

You start the game with Duke's trusty nine, a rapid fire weapon that causes minimal damage and is entirely ineffectual against the final boss. The gun is reloaded after every twelfth shot, and while the process is automatic, you cannot fire until the fresh clip has been slapped in. Still, its speedy rate of fire makes it an effective weapon in the right hands, especially in Duke Match. Basically the equivalent of the pistol in Doom, but much cooler.

Gun Starts: 48 rounds

Ammo Packs: 12 rounds

Maximum Ammo: 200 rounds



3

3. COMBAT SHOTGUN

This 10 gauge beast provides a powerful close range punch that crumples most enemies in one blast, but must be reloaded after every shot. While this reloading is automatic, it gives the enemy a split second opportunity to attack. Still, it's perhaps the chunkiest weapon in the game, and by far the most satisfying! Basically the equivalent of the shotgun in Doom.

Gun Starts: 10 shells

Ammo Boxes: 10 shells

Maximum Ammo: 50 shells



6

4. CHAINGUN CANNON

An incredibly powerful rapid firing cannon with no reload delay whatsoever - perfect for tackling multiple enemies at once. Be warned however, as it chews through ammo in a matter of seconds.

Gun Starts: 50 rounds

Ammo Boxes: 50 rounds

Maximum Ammo: 50 rounds

5. RPG

A Rocker Propelled Grenade of immense power. This is an extremely deadly weapon that can kill any enemy in one shot and inflicts damage on anything within a specific area of detonation. Be warned though, the high impact explosions can harm you too should you shoot anything close enough.

Gun Starts: 5 rockets

Ammo Packs: 5 rockets

Maximum Ammo: 50 rockets

6. PIPE BOMBS

The weapon with the most potential. Once you throw a pipe bomb your weapon changes to a remote thumb activated detonator. At this point you can either detonate the bomb with the fire button or press 6 to throw another without detonating the first. Pipe bombs can be rebounded off walls, and the longer you hold down the button, the further they are thrown. To place a bomb just in front of you, use to the crouch button then throw.

Ammo packs: Singles and boxes of five

Maximum Ammo: 50



4



5



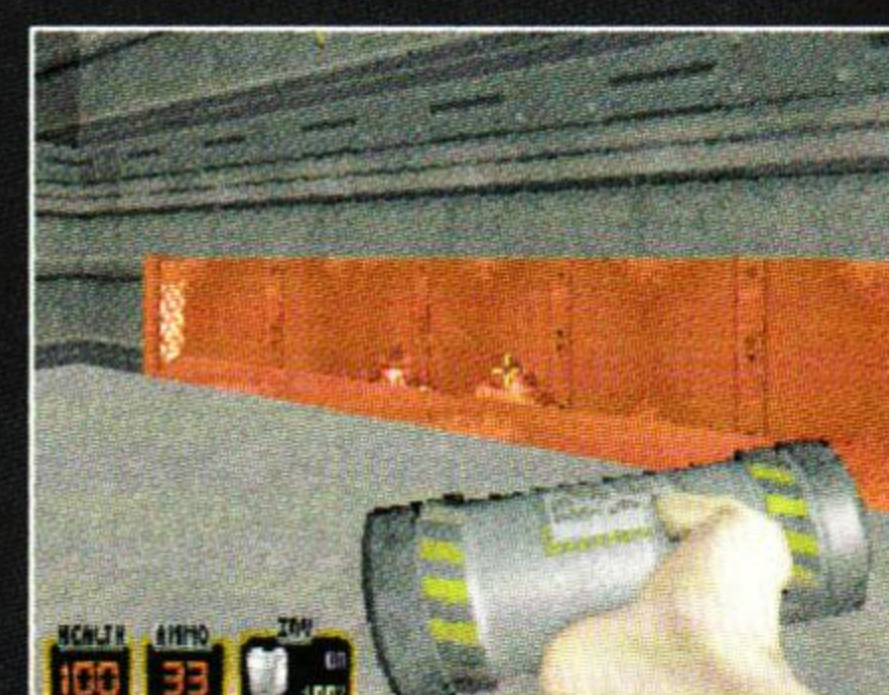
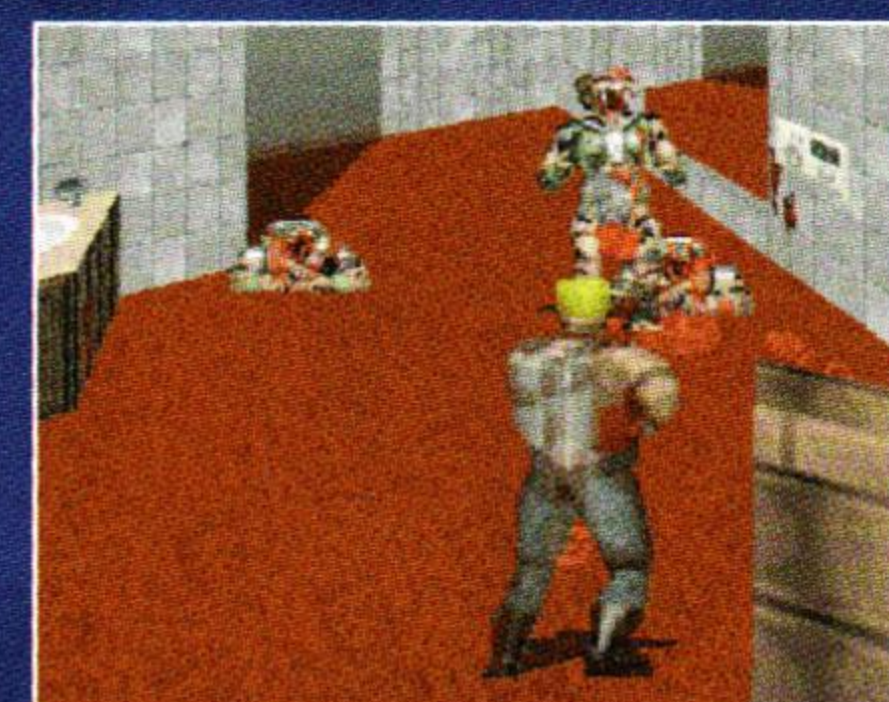
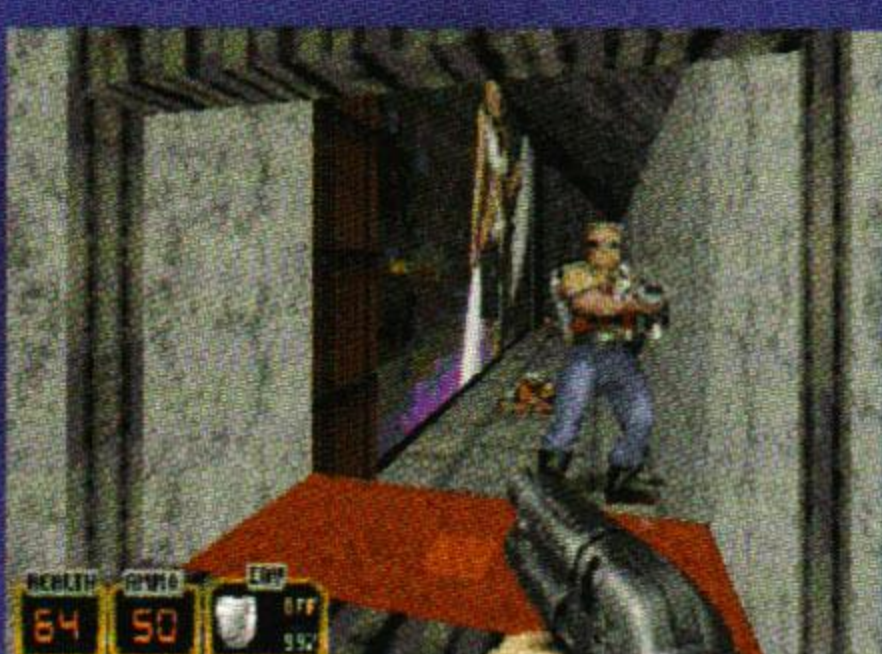
BITS AND PIECES!

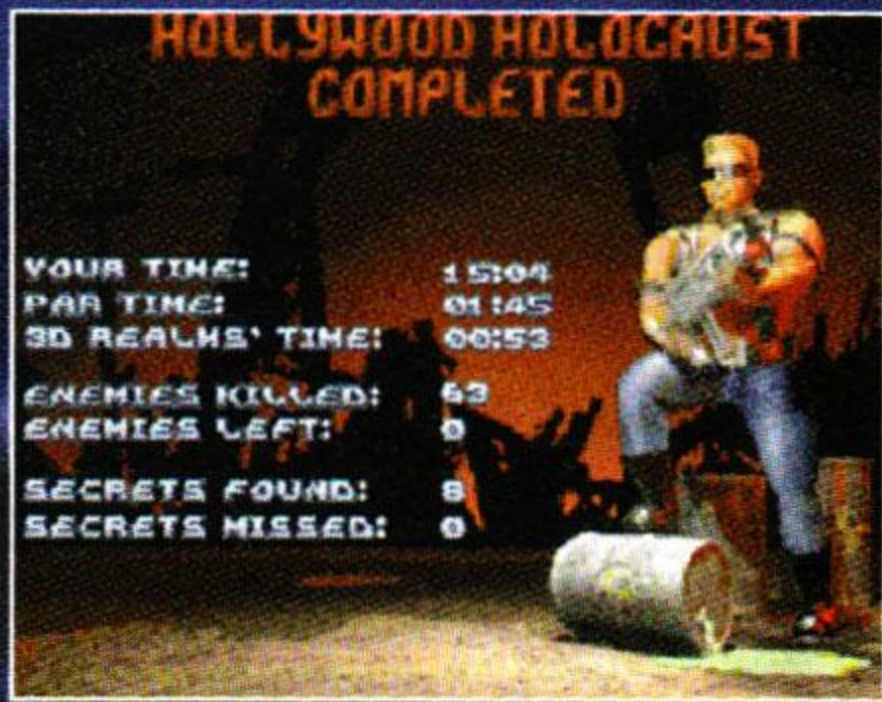
Like Heretic, Duke Nukem 3D allows for the collection of certain items that can be stored and used at the players discretion. These include a life restoring Medkit, Steroids (similar to Doom's Berserk attack), a Jetpack, Scuba Gear, Protective Boots, and the amusing Holoduke. In the tradition of Total Recall this last item creates a holographic replica of Duke useful for tricking both CPU enemies and human opponents alike! Unfortunately the hologram isn't programmed to move, so unless your opponent is particularly stupid, the illusion is only temporary.

DUKEMATCH!

As any PC gamer worth his salt will tell you, the key to a good first person perspective blaster ultimately lies in its multiplayer mode. What kept the Doom phenomenon alive for so long was not the one player challenge (though home-brew level design certainly had something to do with it), but the brilliant Deathmatch mode, and thankfully Duke Nukem 3D does not disappoint in this regard.

Allowing for four player simultaneous action in unregistered v.1.1 (eight in the registered version) the range of features and possibilities in Dukematch is unprecedented. Lob pipe bombs from underwater to destroy an opponent on land! Lay a multitude of bombs around a desirable weapon, then watch with glee as the unfortunate recipient rushes to collect it, only to realise his mistake too late! Turn the lights off and move in for the kill with night vision goggles while your victims fumble in the dark! Locate your opponent





with the many video monitors dotted around the levels! Shoot them and track their blood stained foot prints! Brilliant! Also, like Quake and Future Shock, Duke features a fully three dimensional environment, so it's imperative to either use either mouse aiming or look keys to watch for an attack from any angle! Once again, **MAXIMUM** favours the mouse for smooth and precise control, with mouse aiming enabled throughout the whole game. The aiming sight also helps greatly, though the game still offers a degree of auto height adjustment.



18 AND LIFE!

The unregistered version of Duke Nukem 3D has gone on sale with a mandatory 18 certificate, and the game includes a Parental Lock for easily offended punters. But what exactly is there to offend? Well apart from the OTT graphic violence and PG rated swearing (witness Duke's frequent exclamations of 'Holy Shit!') the programmers have added several seedy 'adult' touches not for the eyes of younger viewers. Duke can visit a number of peep show booths (complete with tissue dispensers!), regain energy by 'using' any of the game's urinals, offer certain 'working girls' a note or two to remove their already skimpy tops, or sadistically finish a gagging alien with a bullet to the brain. Er, outrageous. By far the most sickening aspect of Duke Nukem 3D is the game's wholehearted embrace of gung-ho Americanism! Urgh!



LEVEL ONE: HOLLYWOOD HOLOCAUST

Having just ejected from his plummeting ship (which can be seen briefly in the background), Duke begins his adventure atop a large apartment building armed only with only his trusty 9mm. Pump a few founds into the gas canisters to blow open the air vent, drop down the shaft and the game begins in earnest.

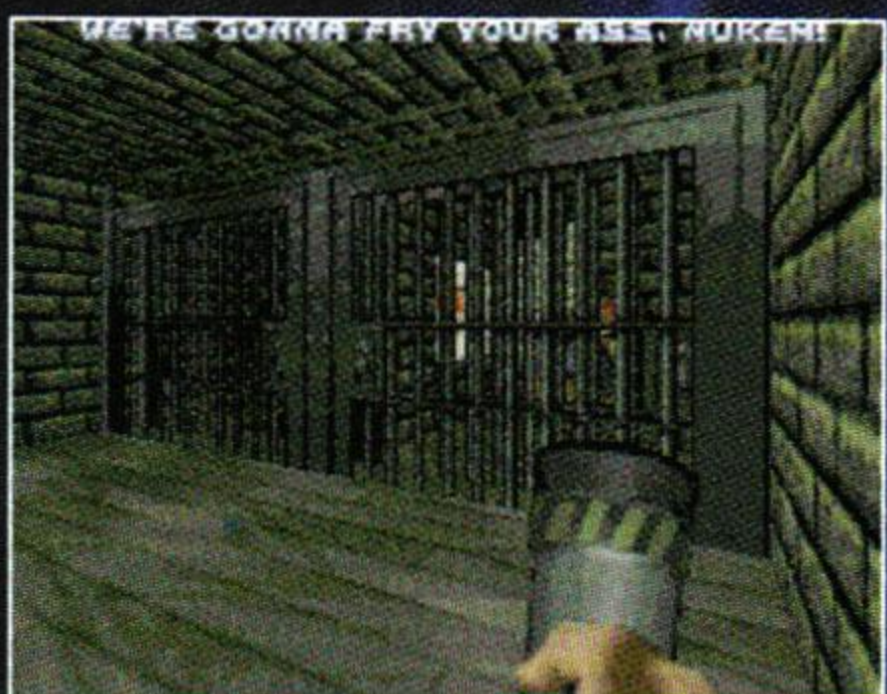
Level one takes place in downtown Hollywood, with Duke venturing from the main street (presumably Hollywood Boulevard, complete with 'star' pavement) though a dingy alleyway into to an old abandoned cinema. Inside the crumbling movie theatre players must clear the alien infested lobby thus granting access to the gents, arcade (play Duke Nukem II for a bonus!), projection room, and the cinema itself. If Duke turns on the projector, a skin flick starts to play in the theatre and he can then blast through the cinema screen to visit a secret room on the other side containing shotgun shells and a jet pack.

Hollywood Holocaust introduces players to the joys of the Assault Trooper and Captain, and if on a difficulty setting of 'Come Get Some' or higher, the Pig Cop. It isn't a difficult level, but it works well in Dukematch and contains ALL the weapons - if you know where to look. An ideal testing ground for beginner players.



Experience outrageous violence and over-the-top gore! Duke Nukem 3D is a blood fest!

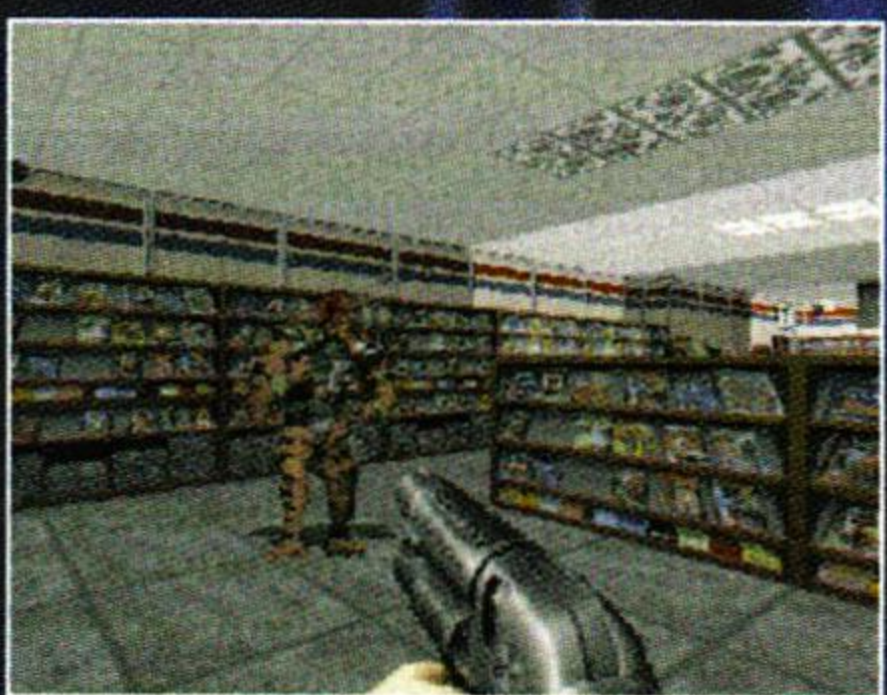
Kill six different aliens with six awesome weapons over six deadly levels! 666!
Hear Duke's husky comments with the amusing Duke Speak option!



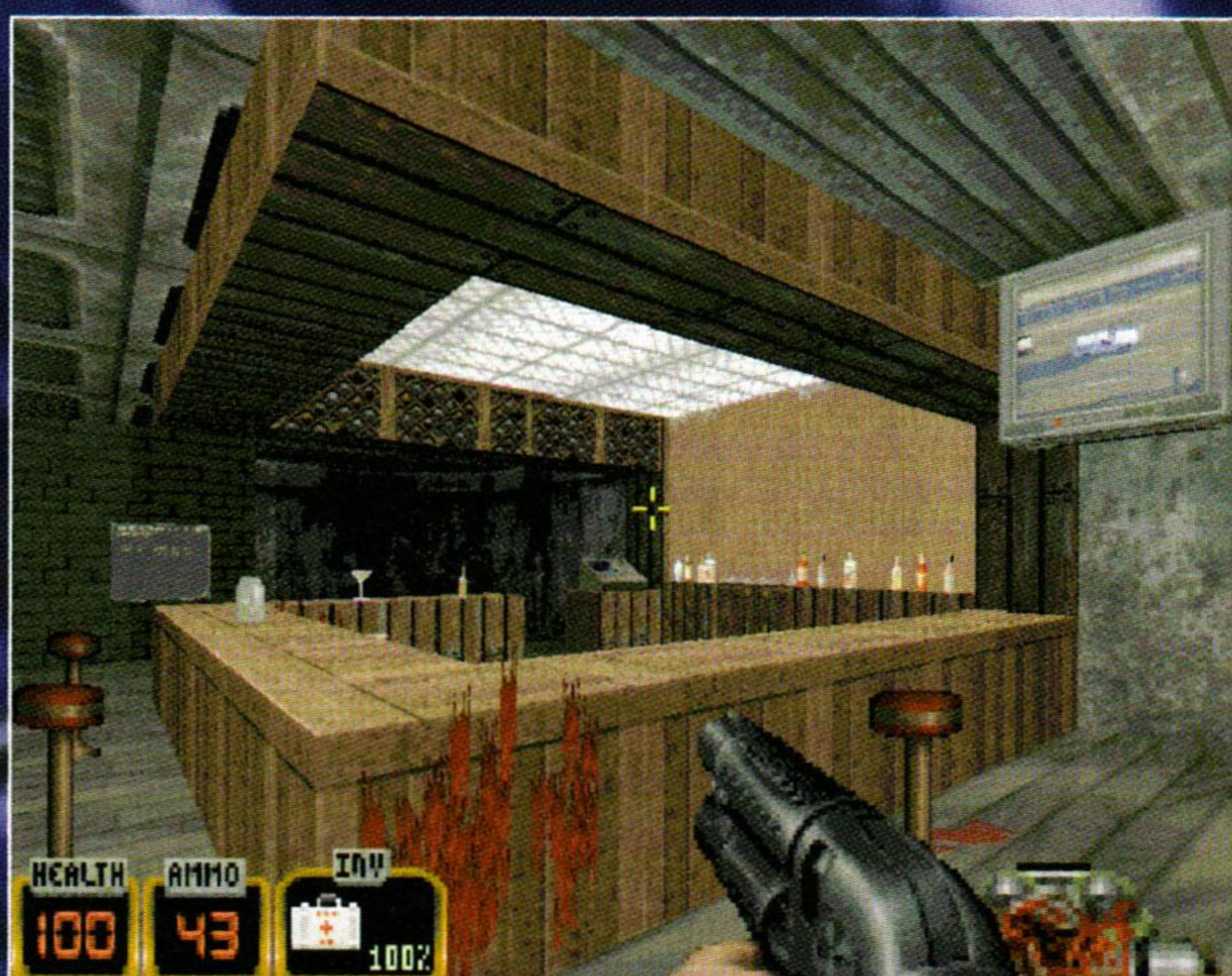
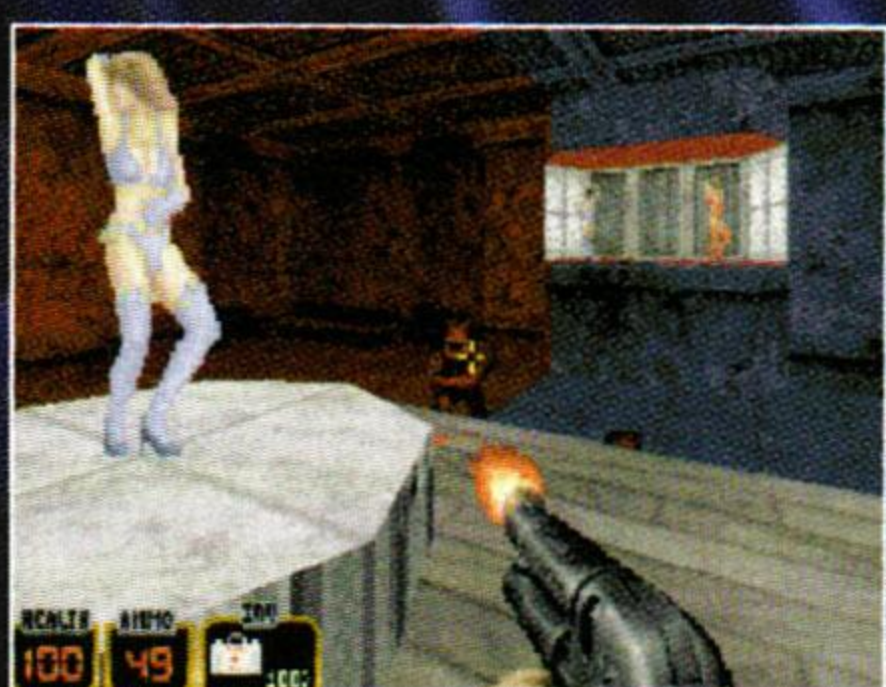
LEVEL TWO: RED LIGHT DISTRICT

After making his presence known in Hollywood, Duke heads for LA's infamous Red Light District in search of the alien's most popular night club. The action in level 2 spans a sewer and two main buildings: the 'Forbidden Videos & Books' store, and the nightclub itself. Duke must first fight a mid-pitched battle on the city streets against a multitude of Assault Troopers, Pig Cops and RPVs before entering the adult book shop in search of the blue key. After perusing the many peep stalls at the back of the store, Duke continues on to the alien's nightclub where, with the aid of the blue key, he can bring about the demolition of an entire city block leading to the exploration of a dank sewer and the game's first encounter with an Octobrain.

Back inside the club Duke wreaks havoc in both the pool room and the bar (catch the infamous OJ Simpson white bronco chase on TV!), before moving onto the strobed dance floor to put down some deadly moves with a number of scantily clad gyrating showgirls. The level ends with Duke proceeding back stage and up into the buildings rafters, tackling numerous Pig Cops before getting captured in a blatantly obvious but unavoidable trap. Doh!



Duke settles in for a good read in the Forbidden Book Store (above) whilst later on in the level he engages in a frenzied night club battle with several bikini clad ladies getting inadvertently caught in the cross fire (right). Shoot them and they explode in a mass of body parts and money! Outrageous, n'est pas?



Shooting the RPVs with the RPG is harder than you might think as you have to predict their pattern of movement (above). Best stick to a more rapid firing weapon. Just in case you missed the OJ Simpson chase first time around, here it is on TV in level two's bar (left). There's also a nod to OJ on the first level - see if you can spot it.



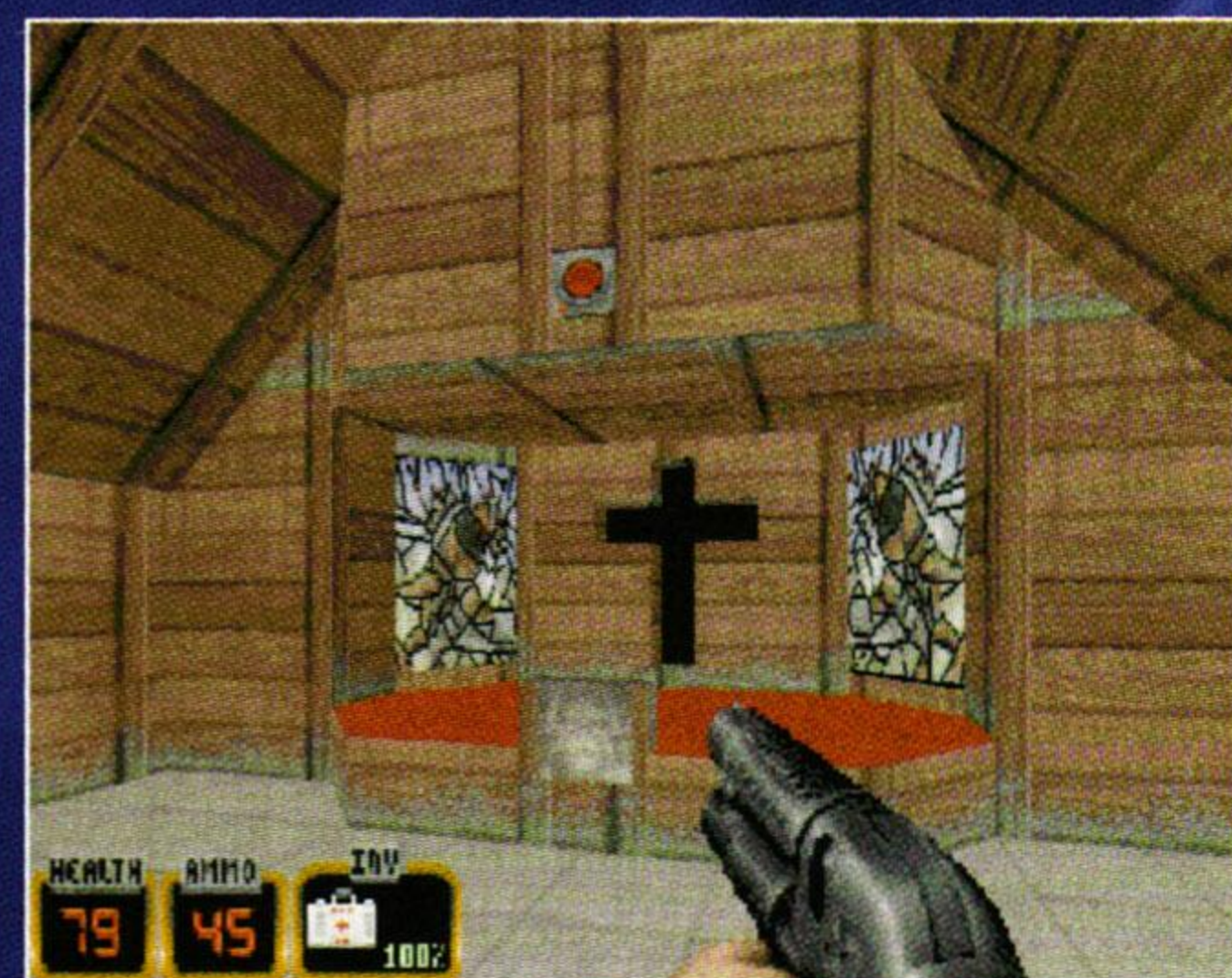
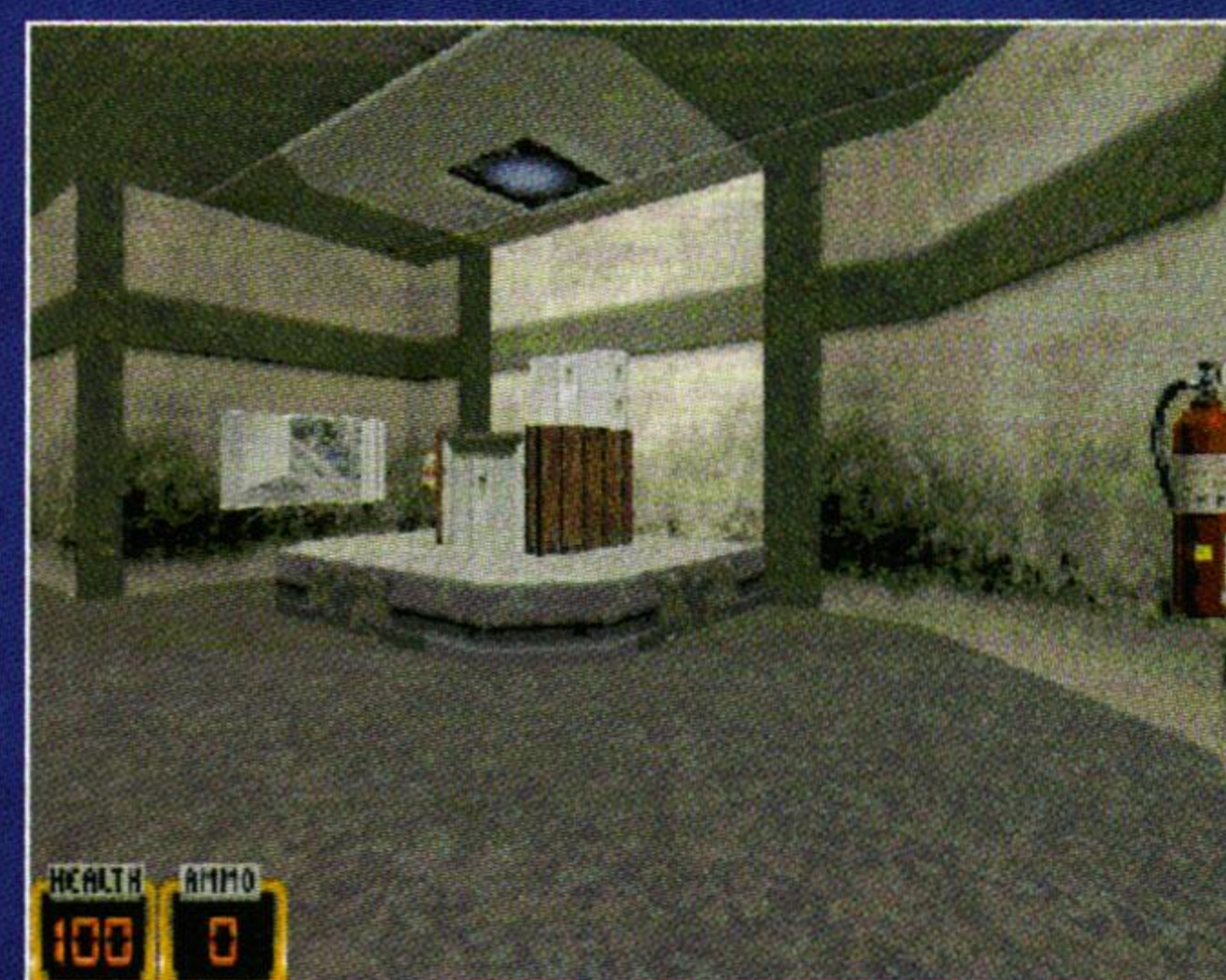


All aboard! The nuclear submarine is a spectacular piece of scenery, and player's must swim underwater to reach the craft's entrance pool. Of course, you're not in the water alone (right). Duke Nukem 3D features several similar cinematic set pieces that add a real sense of involvement.



LEVEL THREE: DEATH ROW

Having been caught by the aliens at the end of level two, Duke finds himself stripped of his weapons and strapped to an electric chair at the start of level three! After a daring escape from the execution chamber that involves blasting through the spectators window (and the spectators), Duke proceeds on to an alien prison chapel where he locates a Chaingun, as well as a humorous homage to both Doom and Heretic in the form of a shredded Space Marine and hung elven wizard! Continuing on to the centre of the prison Duke navigates through the prison's central operations area, as well as a the prison showers (be careful if you drop that soap) blasting the prison guards and avoiding the infra red traps. A quick visit to the heavily guarded prison courtyard reveals the red key which allows access to the many prison cell blocks. Inside one of these cells, Duke must utilise a secret passageway hidden behind a large poster (Shawshank Redemption anyone?) that allows access to a sewage outlet and ultimately freedom. Outside the prison Duke is confronted with a vast docked nuclear submarine, and after quick underwater fracas he climbs aboard to reach the level's exit point. Make sure to use the Sub's periscope for an advantage in Duke Match.



LEVEL FOUR: TOXIC DUMP

Wouldn't you know it, those low down aliens booby trapped the sub! As water fills the ruptured hull, Duke is forced to swim out the emergency exit and up through a secret underground (and underwater) passageway. Upon reaching the surface Duke realises he is now no longer outside the prison but has been transported to the alien infested Long Beach Nuclear Waste Disposal Facility!

Level four has an industrial setting, with several hard hat areas featuring active machinery that Duke must take advantage of, including a barrel grabbing crane and the highly amusing Shrink Ray (slated to be a weapon in the registered version). Duke must navigate a series of underwater flooded control rooms and caves (heavily populated by octabrain) before reaching a vast aquaduct with a tricky moving bridge system which must be crossed. After the bridge its just a short trip down a winding sewer to the exit, but watch out for a crack in the wall on the way, as this leads to the secret level exit. Walls can be destroyed to open the level up for Duke Match, and look for a time saving teleport close to the exit.



Duke Nukem 3D pays homage to Doom, with a rather familiar looking Space Marine (above). In the 1.1 version you can shoot him too. The sub (left) is named after Jack Ryan's vessel in the Hunt For Red October. Oh, and that phone number on the toilet wall in the first level is from a famous song. So don't try calling it...



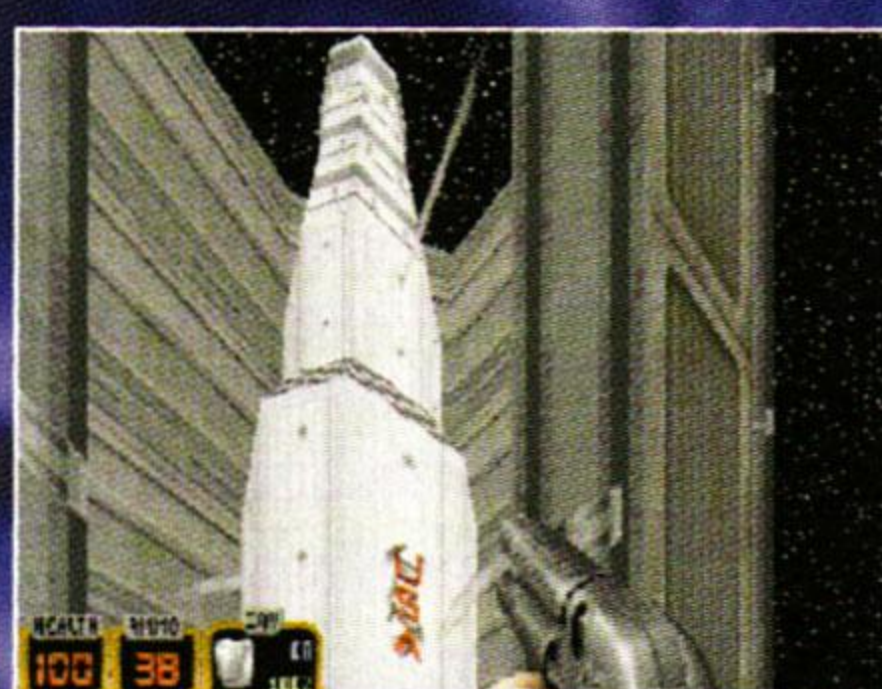
SECRET LEVEL: LAUNCH FACILITY

After taking the secret exit from level four, Duke stumbles across a top secret Polaris launch station which has been overrun by the alien invaders. Beginning the level in the base's sewage processing outlet, Duke must proceed through a network of metal passageways and rooms to the level's central control hub. After ascending to the control tower and de-activating the hubs many force fields, Duke continues on through a large hangar and out into the stages's impressive launch site.

Here Duke is confronted by a skyscraper sized Apollo Space Shuttle waiting to take off, and you must find a way of sabotaging the craft before it can launch. Once this has been accomplished, Duke heads down into the sewers once again to find the level's exit point.

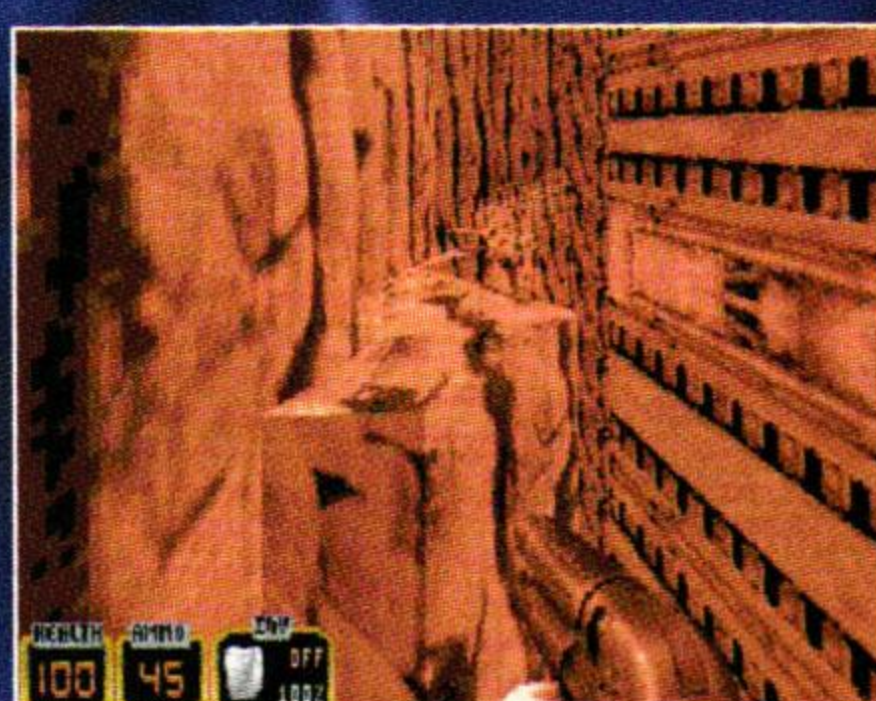
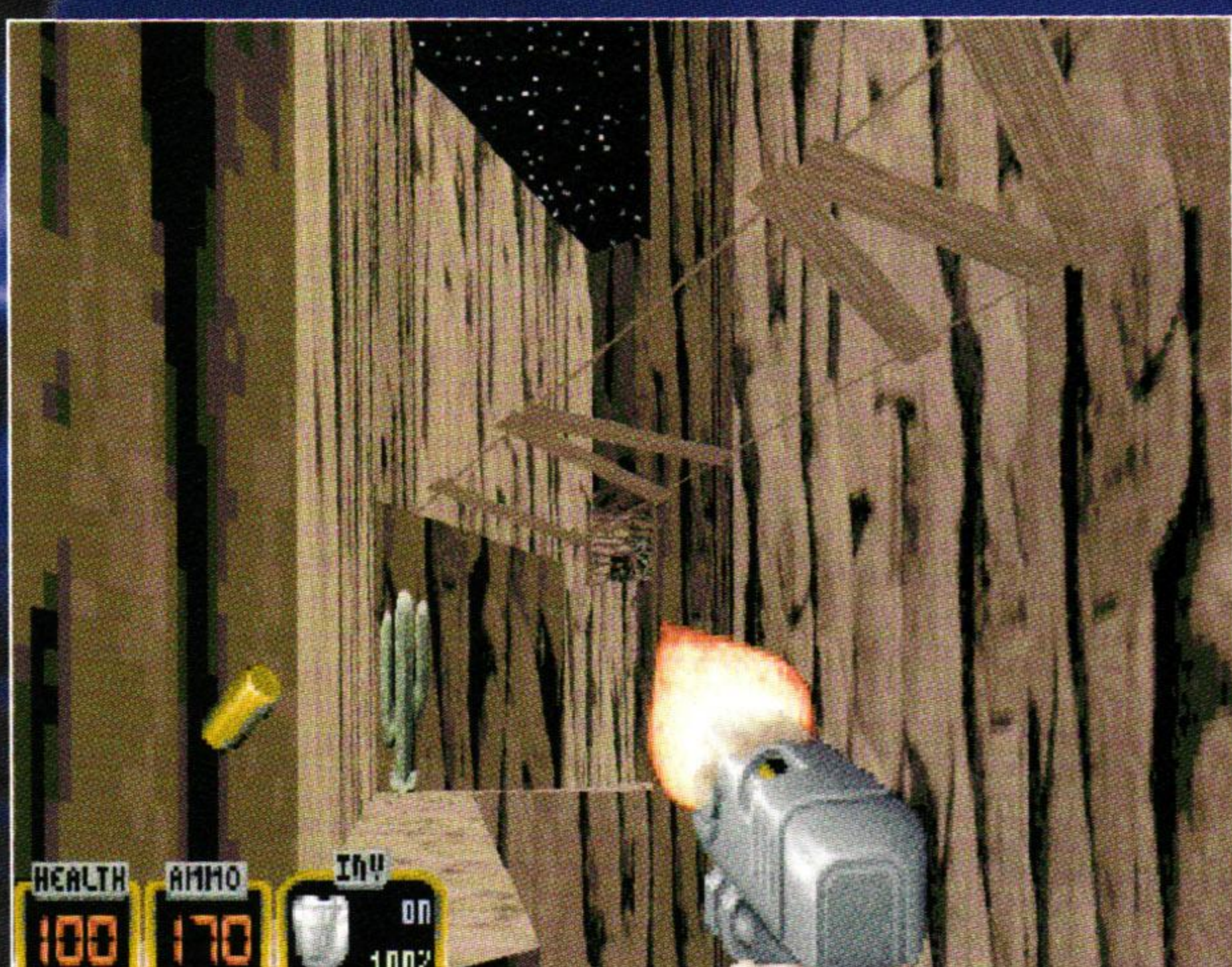
The Launch Facility is the smallest level in the game, and has clearly been designed with dukematch in mind. Once all the force fields have been de-activated the play field opens up for some huge multi-player battles! Good for two players.

Duke reaches the cockpit of the space shuttle (right) and is confronted with several cocooned women. Upon approaching these unfortunate females, they utter the phrase 'kill me' in a most Aliens-type manner, and Duke is only to happy to oblige.



LEVEL FIVE: THE ABYSS

Duke Nukem 3D's final stage is something of an epic. After leaving the sewers of the Toxic Dump, Duke finds himself confronted with a vast mountain range replete with narrow ledges, 100 foot sheer drops and teetering rope bridges. As Duke explores the level he comes across a memorial plate telling him that this geographic monstrosity is actually the San Andreas Fault, at which point our hapless hero accidentally triggers a huge earthquake causing half the mountains to crumble and the level to totally reshape itself. Duke can now enter into an ancient aztec labyrinth of artifact laden caves and torch lit passageways which ultimately leads through an underground river of lava to a vast and ancient buried alien ship. Approaching the ship Duke can hear the pulsing sound of a incredible evil energy, and as he enters inside he is surrounded by a new organic Giger-esque technology (not to mention several floating Octabrain). At the centre of the vessel is a huge hall, home to the the Abyss' leviathan boss creature. This lizard like monstrosity attacks with a super heavy chaingun cannon and fires bursts of bouncing grenades at regular intervals. Your best bet is to empty your RPG into him before laying down a carpet of pipe bombs. After a draining battle, Duke finally pumps the last round point blank into the beast's head in a CG close up, and the scene is set for a gigantic confrontation in the registered version. Look for more coverage of this awesome title next issue!



Duke must cross a narrow ledge (far left) leading into the alien ship (middle) and eventually to the game's boss (left). Expect more boss action in the finished version, along with 28 levels, more weapons, eight player Duke Match, Duke Nukem one and two, and 3D Realms own level designer!

ENEMY PROFILE 1: ASSAULT TROOPER

These are the basic alien ground assault troopers sent by the alien leader which make up the bulk of the offensive front wave against Earth's defences. They are generally brownish with green jackets, and attack with a low powered laser pistol. Though they pose no real threat, be careful of the troopers equipped with jetpacks, as their altitude can give them an advantage. They sometimes drop pistol ammo when killed.



ENEMY PROFILE 2: ASSAULT CAPTAIN

Similar in appearance to the Assault Trooper but with red jackets, the Assault Captains are slightly tougher than the standard Trooper and carry a wrist mounted PITD (Phase Induced Teleporter Device) which is capable of physically translocating its user to any destination within the device's range. When they do teleport, they will always attempt to materialise behind you. Like the trooper, they also sometimes drop pistol ammo.



ENEMY PROFILE 3: PIG COPS

The Pig Cops are mutant alien operatives positioned to suppress residual human opposition and to police the new centres of alien power. Their wart-hog like appearance and aggressiveness make them easy to spot, while their 10 gauge shotgun, body armour and diving ground attack make them difficult to overcome. These beasts have a high intolerance to the presence of humans and exhibit blind rage when detect the human scent. They sometimes drop their armour or shotgun.

ENEMY PROFILE 4: RPV

The Recon Patrol Vehicle is a sleek, deadly anti-gravity powered reconnaissance craft operated by specially trained Pig Cops for the purpose of maintaining alien control in areas of human resistance. The RPV attacks with side mounted laser cannons, and when destroyed, protects its pilot with an automatic eject mechanism that activates milliseconds before impact.



ENEMY PROFILE 5: OCTABRAIN

The Octabrain's abundant brain mass and specialised trifocal vision combine to make it a formidable alien weapon against all sentient life on Earth. They attack with powerful blasts of mental energy, weakening and confusing its victim before closing in for the kill with razor sharp teeth. The Octabrain prefers dark and secluded habitats, particularly water, and its immense mental power is offset by a generally unprotected though tough and leathery body.



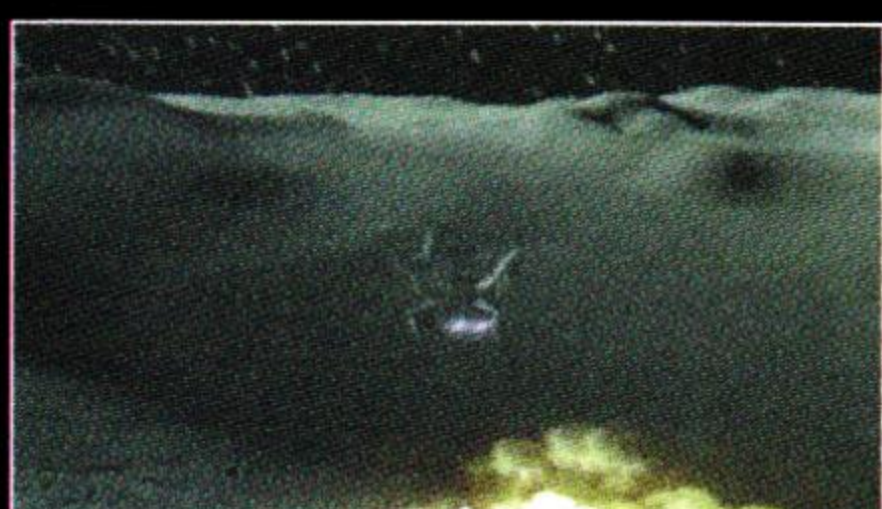
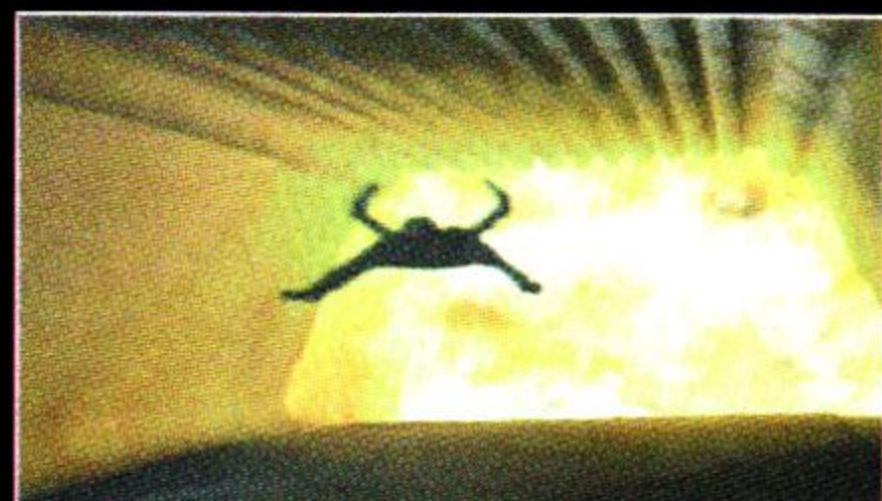
CHEATER!

- dncornholio** - God Mode
- dnkroz** - Same as above
- dnstuff** - All weapons, max ammo and all keys
- dnitems** - All keys and max armour
- dnhyper** - Unlimited steroids
- dnscottyxy** - Level warp where x is episode and y is level
- dncashman** - space=money!
- dnview** - Above/behind view of Duke
- dnrate** - frame rate (25+ is good indeed)
- dnskillx** - skill level to x

DESCENT- Interplay's 3D classic on PlayStation!

Discover the awesome link-up combat mode!

Going down, sir?



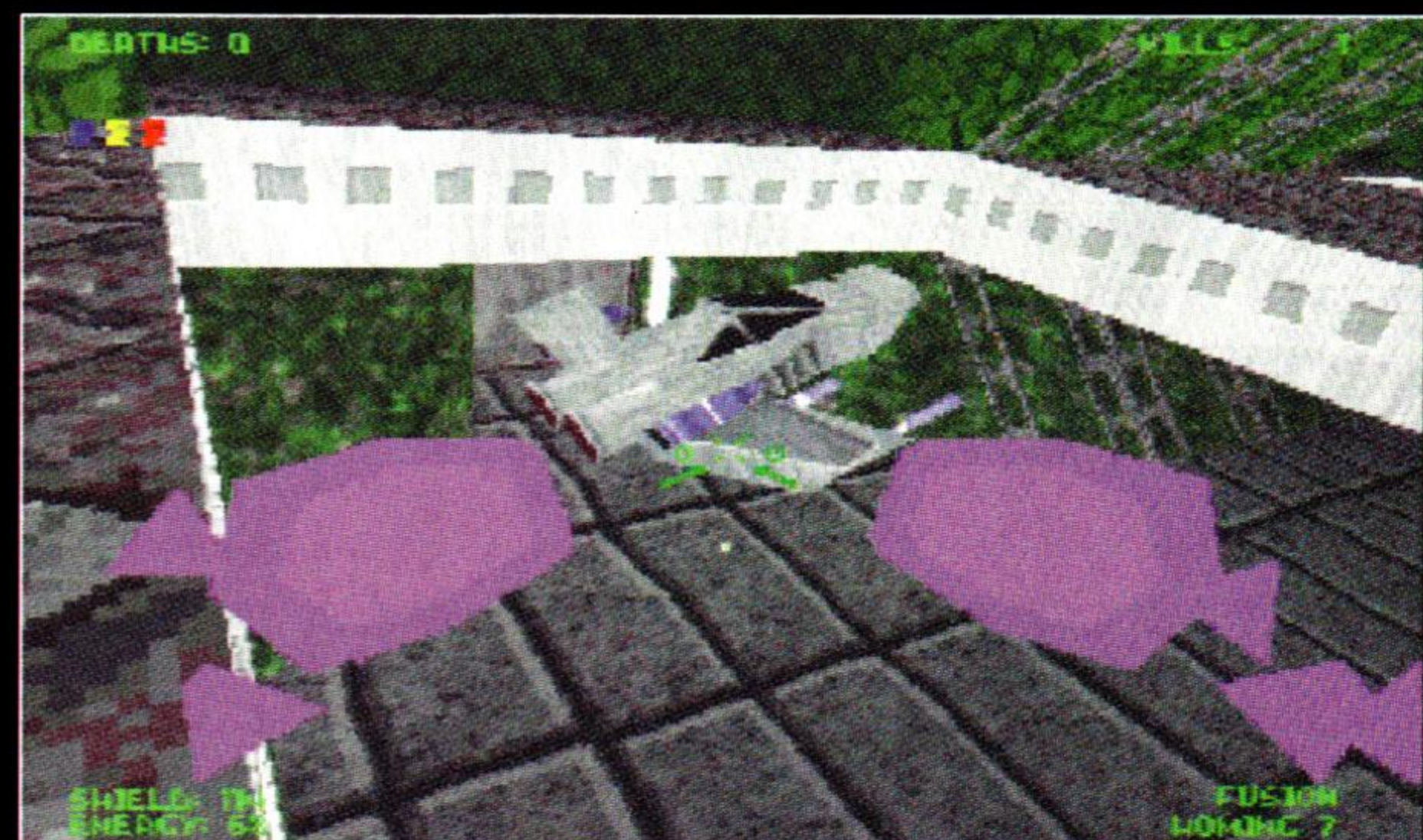
The above sequence details the impressive rendered cut scene that accompanies the successful completion of each different level. Thrill as your ship zooms down a narrow corridor, chased by flames, only to exit the mine just nanoseconds before its complete destruction. Marvellous stuff.

Over the past few months Descent has enjoyed something of a new lease of life in the **MAXIMUM** office, thanks in part to the competent PlayStation conversion and tremendous PC sequel. With multiplayer games all the rage at the moment (Quakeman continues undaunted!), we thought it high time to examine one of the PlayStation's few viable alternatives to Doom DeathMatch in the usual **MAXIMUM** detail. In this Close-Up we take a look at the five brand new PlayStation only Anarchy levels, as well as offer an overview of the weapons available and some handy tactics. Plus, for PC gamers, there is a complete list of registered Descent 2 cheat codes.

GET SOME GEAR!

In order to enjoy PlayStation Descent's Combat (link-up) mode you first need two compatible PlayStations, two copies of Descent and the PlayStation link-up cable (just like Doom). A bit of a tall order perhaps, but once you've experienced the delights of blasting a human opponent into smithereens, you'll never look back. One word of warning though - the official PAL version of Descent features some of the most hideous letterbox PAL borders we've ever seen, with no signs of PAL optimisation whatsoever. Though **MAXIMUM** usually encourages the purchase of officially released software, in this case we would definitely recommend tracking down an American or Japanese import. If your machine is up to running import gear.

Another good reason to invest in a link up cable! Blast your mates!



COMBAT MODES

Once you have loaded Descent and picked Combat mode from the main menu, there are a number of options to be selected. Firstly, you must decide which set of levels you are going to be

playing on: Descent - First Strike (the original 30 levels), Total Chaos (the PC DeathMatch only levels) or the all new Anarchy arenas. If you choose Descent - First Strike you may also decide to play either Robo-Anarchy or Co-operative mode, which sees you and a friend working together to against the computer (or each other if you really want).

Once the starting level has been selected, player one then has to pick the difficulty level (effecting the amount of damage the weapons do), reactor life (the reactor is invulnerable for this period of time), and whether or not the opposition craft can be seen on the map (for large levels, we recommend this).

TOTAL CHAOS

By far the best levels for two player link-up action are the PlayStation exclusive Anarchy arenas. While some of the original levels are good for tense hunter/killer type combat (level one for instance) they are, by and large, too big for two players. The five Anarchy arenas have been specifically designed with two player deathmatch action in mind, and are thusly smaller and more compact. Here's a quick run down on what you can expect.

1. ITSY

The first Anarchy arena is a green padlock shaped level, with a large main chamber and a connecting semi-circular tunnel that contains an energy refill area. You can find both the fusion and





pretty easy to locate, so its unlikely that anyone's going to get caught in the reactor blast. Unless, of course, you guard the exit. Look for a secret room in the centre of the level, marked out by the circle of lights.

3. BITSY

Bitsy is a stingray shaped arena similar in style to Over The Top. The main chamber is linked to the reactor room by a high door, underneath which is a energy refill tunnel containing the stage exit. At either side of the reactor room there are two see-through grates linking the main chamber, and the vulcan cannon is your best bet for blasting an opponent on the other side. Also, next to the grate are false walls leading to some more secret goodies. Bitsy is the first level to feature the awesome Plasma Cannon so make good use of it.

DESCENT CLOSE-UP



This isn't the kind of view you'll want to be seeing too often (top). Meanwhile the same deviant opponent hides out in the energy recharge trench awaiting your arrival. Time to deliver a missile-sized portion.



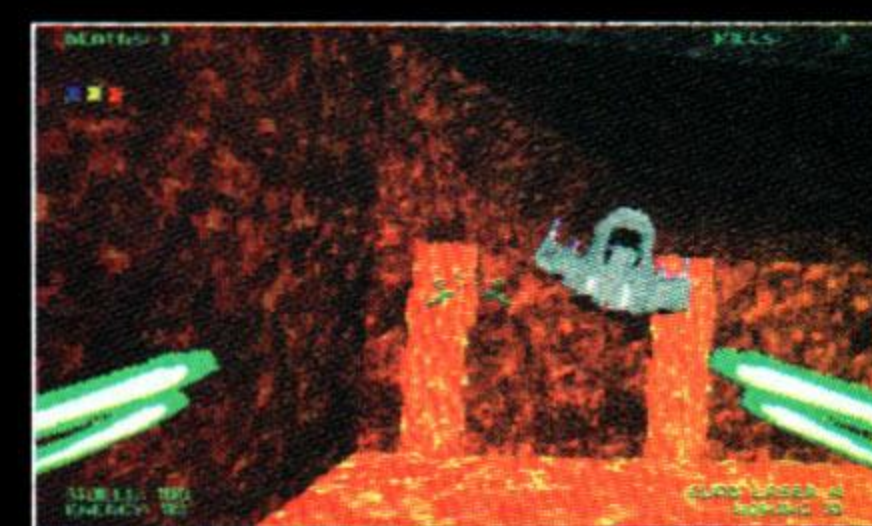
Experience five PlayStation exclusive levels: Anarchy!

4. HUNKA HUNKA BURNIN' LAVA

As the level's amusing moniker suggests HHBL is chock a block with the molten red stuff. Two large lava chambers are linked by dual parallel passageways, one high containing the exit and a Quad Laser Mount, and a one low containing an Energy Recharge area and yet more lava. There is a lot of space in HHBL, making it the ideal place to use homing missiles. This level can also get quite dark, so remember to use those shadows to your advantage.

5. PLASMATIC CONSTRUCTION KIT

The most complex Total Chaos level features every single weapon in the game, ready for your collection. There is a central main chamber (with a lava lake at the bottom), which is linked by grates to several other surrounding rooms. The reactor is through a door next to the lava, and the exit is right by it. Though this level is the biggest of the five, it is still compact by Descent standards. You'll find a secret room in the floor of the area surrounded by what looks like EXIT panels.



WEAPONS

The 'Shots Needed' value quoted for each weapon is the number of shots required by that particular weapon to destroy an enemy craft with 100 shields on 'Rookie' difficulty level.

1. LASERS

Your Descent craft always begins with these twin low-powered lasers and an energy supply of 100 shots. At level one they are fairly feeble, and your first priority should be to search for more destructive weaponry. However, collect the four laser power ups and a Quad mount, and the laser becomes an altogether more desirable piece of ordinance.

Shots Needed:

Level one laser : Six

Level four laser : Four

Level four quad laser : One!

2. VULCAN CANNON

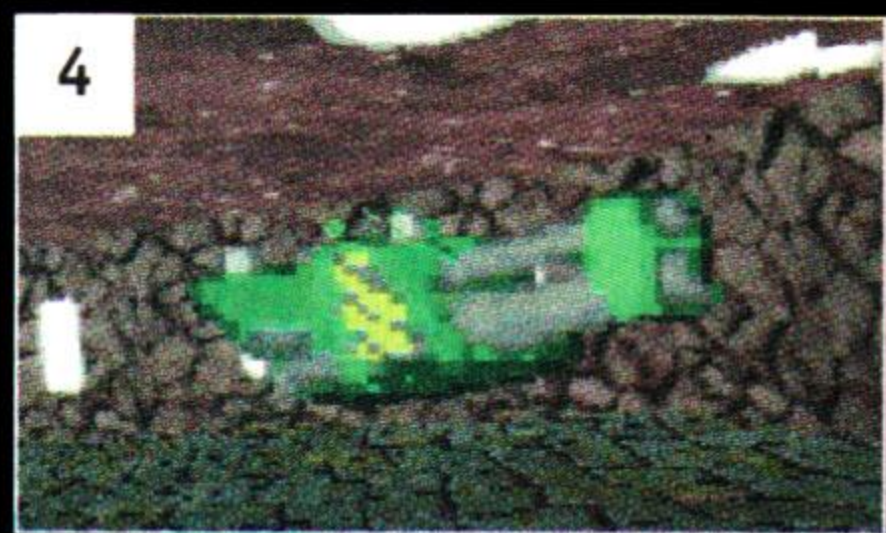
This powerful ultra-rapid firing chain gun has the advantage of hitting its target the moment the trigger is pulled. Unlike lasers and missiles, there is no opportunity to dodge, thus making it the perfect weapon for strafing fleeing ships. The only disadvantage is that it chews through thousands of rounds in a matter of seconds. Still, when you've got it, use it.

Shots Needed: 350 rounds (approx)



These boxes detail the on screen icons that represent each specific weapon. Generally speaking, the Plasma and Vulcan cannons should form the major part of your offensive strategy.

DESCENT CLOSE-UP



3. SPREADFIRE CANNON

The Spreadfire cannon fires a wide wave of relatively powerful blue energy spheres at quite a decent pace. This weapon is preferable over the single power laser, but ideally it should be upgraded as soon as possible. Like, straight away.

Shots Needed : 4

4. PLASMA CANNON

Now you're talking! Spewing green balls of shimmering death, the Plasma Cannon can effectively molest most targets in a matter of seconds, thus making it the ideal weapon for multiple deathmatch confrontations.

Shots Needed : 5

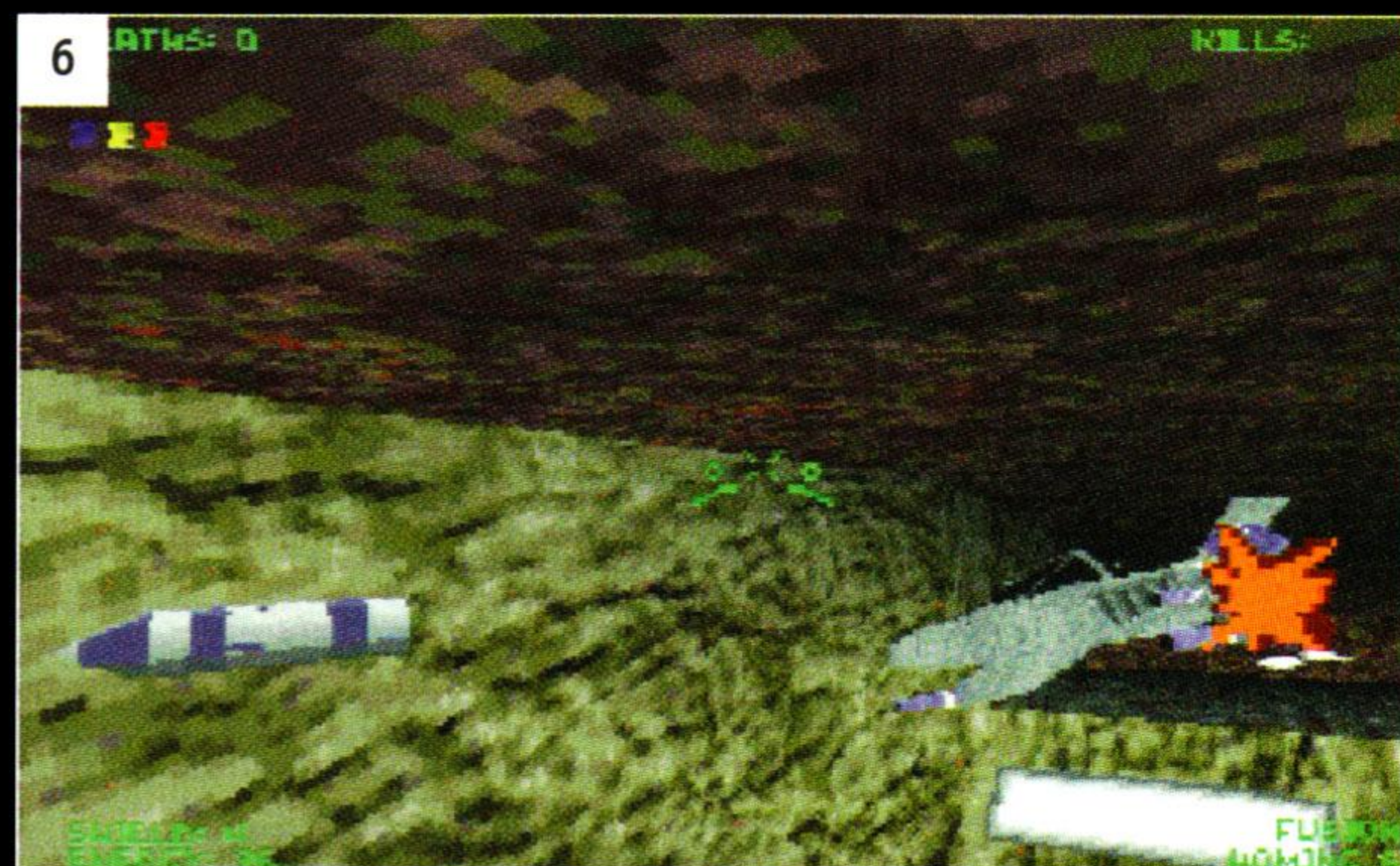
5. FUSION CANNON

Descent's BFG equivalent. Kind of. Keep the fire button held down to power up twin blasts of pure optic energy for massive destruction. Be careful not to charge them too much however, as the heat generated can start to damage your craft. Despite the Fusion Cannon's power, it is slow to charge, and to be honest you'll get better results with the Plasma or Vulcan cannon

Shots Needed : 1 (charged)

6. MISSILES

Missiles are the key to DeathMatch Descent, as even though they take time to reach their target, one hit from a Mega or Smart missile spells instant death for even the most heavily armoured craft. In enclosed spaces missiles are hard to dodge and can thus be aimed directly at the target. But in larger rooms the trick is to predict the enemy ship's path of movement and fire a bit in advance. You always begin with five concussion missiles, and these should be your primary offense until you find a more powerful weapon.



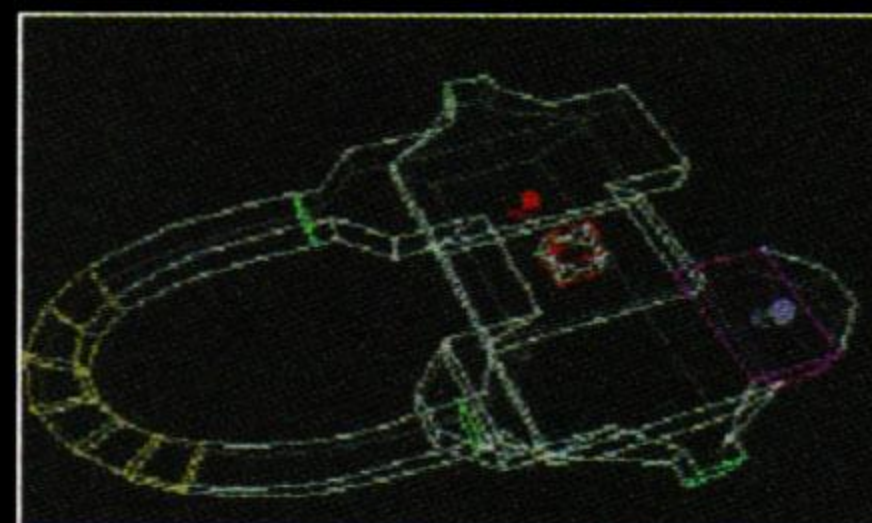
The blue craft wants you to suck space vacuum, and he's fairly determined about it (above). Missiles are among the best form of attack in Descent, and mastering the missile aiming technique provides particularly gratifying results.



TACTICS

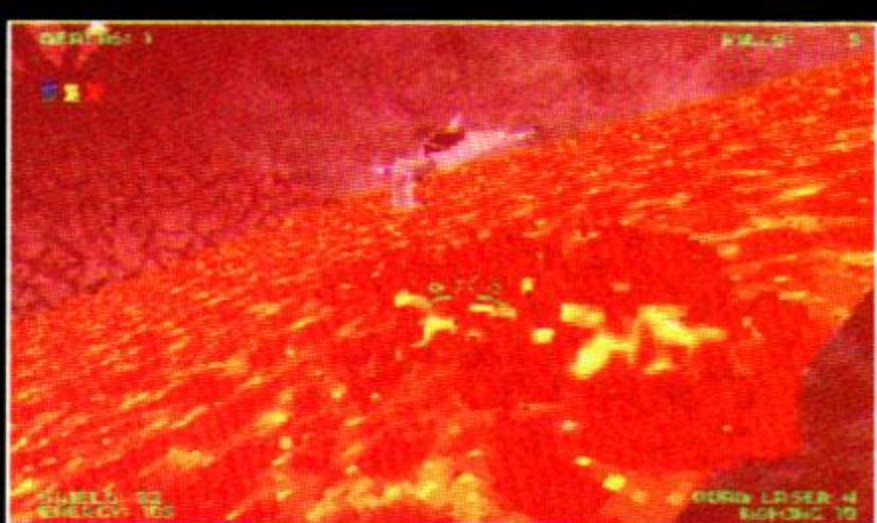
MAXIMUM pools together its Descent expertise to bring you some top pointers for the ultimate Deathmatch advantage.

1. The most important thing to remember about Descent DeathMatch is: he who fires first, lives longest. Descent conflicts are normally resolved in a matter of seconds, even if one player has markedly inferior weaponry, and thus tactful positioning is the order of the day. If you can get a bead on your opponent first, you're almost guaranteed the kill.
2. A lot of the stages in PlayStation Descent are very dark - too dark in fact. So make good use of your craft's flares (accessed by pressing select and L2 by default). These can also be used to open doors.
3. Though the default control setup is instinctive, it does not allow for vertical strafing. In order to achieve this you must configure a button to 'slide on', and that should allow you to move both up and down whilst continuing to face forwards.
4. Commonly frequented doors can be used to stage amusing ambushes. The best way of doing this is to hug the wall ABOVE the door (called wall hanging) and wait for the unwary opponent to travel through underneath you.
5. Have fun with proximity bombs! Drop them by doors, desirable weapons, or the exit after the reactor has been destroyed. Though they can be shot with any weapon, the delay it causes your opponent can be turned to your advantage.
6. Remember that lava can be used as an offensive weapon. If you shoot the lava directly beneath an enemy craft, it will flare up with the strength of a missile!
7. The best DeathMatch advantage you can have, however, is to know the level layout well. Play them thoroughly in single player mode, so that you know the location of secret areas, weapons, energy and the like. It also makes hunting down your opponent a lot easier

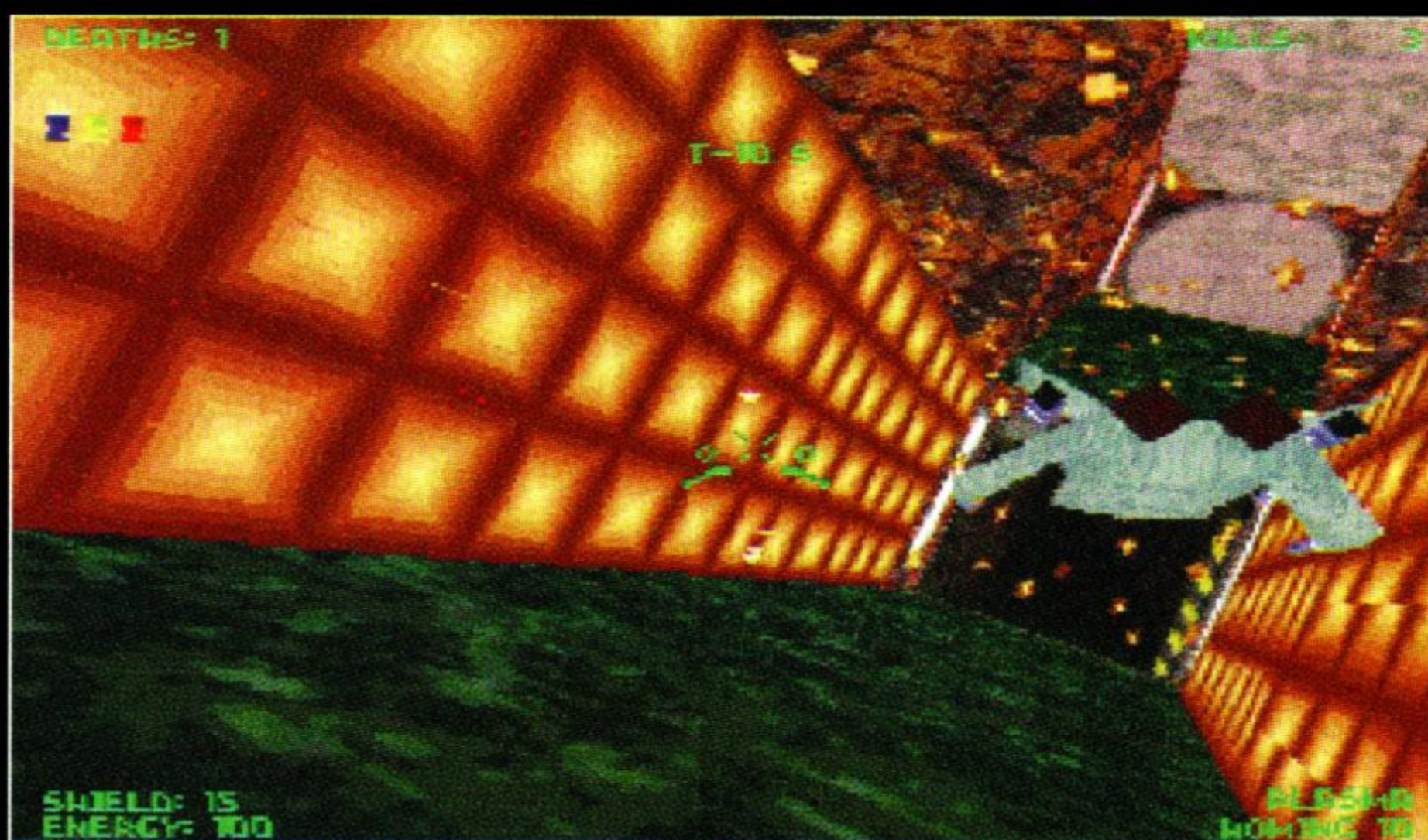


PC DESCENT 2 CODES

All these codes work on Descent 2 registered Version 1.0
BITTERSWEET - Turns the screen into a warped effect.
PIGFARMER - When you shrink the window, "John's" head appears.
ALIFALAFEL - All accessories (Headlight, Afterburner, Ammo Rack etc.)
GOWINGNUT - Guide bot goes NUTS, and starts lobbing random missiles.
GODZILLA - Allows you to kill robots by running into them!
SPANIARD - 1st Use: kills all robots in mine, 2nd Use: Kill Boss robot or Guide Bot.
FREESPACE - Warp to level 1-24
ALMIGHTY - Invulnerability
LPNLIZARD - All weapons home!



Blue fights dirty by dropping a proximity bomb right in your path as you make chase (middle above). Shoot it with a flare, then gun him down like a pig! The lava can make an effective attack with any weapon, even flares! (above).



The secret chamber on Anarchy stage five contains a shield orb, a Smart Missile and some vulcan ammo (above). The chase is on to reach the stage exit after the reactor has been destroyed (left). Somehow qw don't think blue is going to make it...

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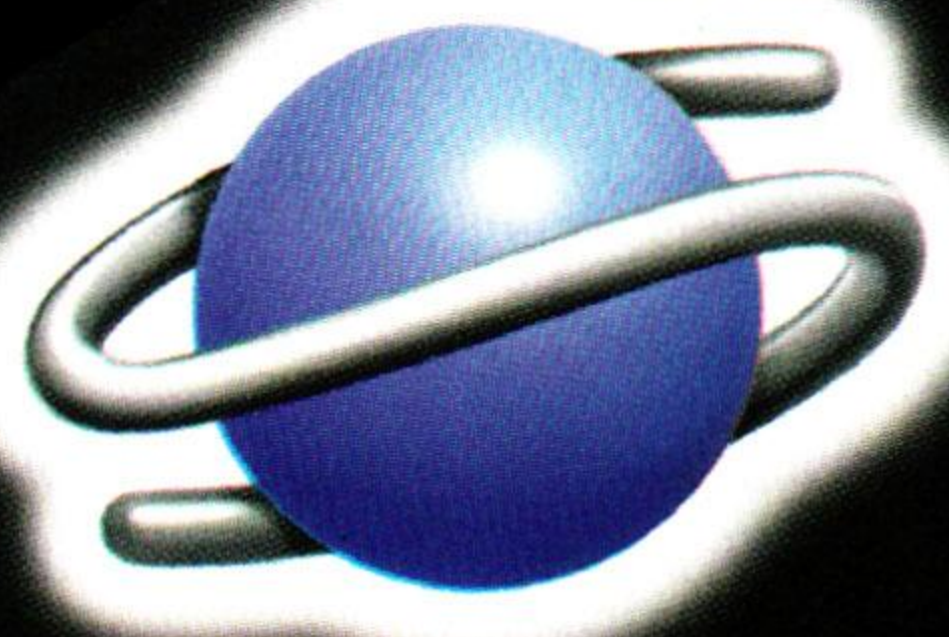
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ULTIMATE MORTAL KOMBAT 3 hits Saturn!

Super-Enhanced Edition arrives for Sega owners!

Finishing moves and "Kombination" attacks revealed!

When *Mortal Kombat 3* was released on Megadrive, Super NES and Sony PlayStation, it inevitably became yet another top-grossing videogame to emanate from the conversion-smiths at Williams. This was despite the fact that the 16-bit versions were perhaps the worst translations yet of the MK series and that the PlayStation version, when it appeared in the UK, suffered from enormous PAL borders and 17.5% slower gameplay than the arcade original.

Now it would appear that the MK3 formula is about ready to set cash registers off again as the game appears on the Sega Saturn, coded up by the talented (British) chaps over at Eurocom. But hold on a second, this is far, far better than the PlayStation game - predominantly because it is a conversion of *Ultimate Mortal Kombat 3*, the enhanced version of the original released at the tail end of 1995.

Finally bowing to the popular demand from our fine readership, **MAXIMUM** is pleased to reveal this: our first (and perhaps last) *Mortal Kombat* Extended Play. The form is this: rather than bore all you MK fans out there with six pages of game features and suchlike (which are nigh-on identical to the coin-op you know and love), we've opted to convey as much *useful* information as possible. So, basically what we've done is to get together a near-as-dammit complete finishing moves list along with all of the "Kombos" discovered to date. On these first two pages, we'll be checking out all of the extra stuff Eurocom have added to the coin-op, and examining the differences between this and the normal MK3.

A montage of fascinating shots showing off the extra characters Ermac, Mileena and Classic Sub-Zero performing their myriad special moves. Actually, there's nothing really that "classic" about this extra Sub-Zero - it's more of an excuse to re-use the old MK2 character.



EXTRA CHARACTERS

The impressive roster of 15 characters in the basic *Mortal Kombat 3* has been boosted to include a total of 22 challengers. Of the seven newbies, four are instantly selectable (Jade, Reptile, Kitana, Scorpion). Codes have to be inputted to get the others (Classic Sub-Zero, Mileena, Ermac). What's more, that isn't the end of the extra character activities as other enti-



ties such as Human Smoke are also included in the game. So really and truly, that's 24 characters in all to find, although rumours persist that yet more are hidden in there somewhere (a character called Rain is this month's hot rumour and Noob Saibot is still yet to be located). Quite exciting really isn't it?

Kitana gives it some against a humiliated Scorpion. The basic Fatality keeps off the proceedings as she lops off his head, and then she follows up in a later bout with the bubble-blowing friendship (middle). The final picture in the sequence shows off Kitana (who bears an uncanny resemblance to the vast majority of the other female characters in the game) reducing poor old Scorpers to a state of infancy. That's one of those side-splitting "Babalities", you know.



EXTENDED PLAY



EXTRA MOVES

Added to the usual MK3 frippery in the moves department is the addition of extra moves for the established participants. The reasoning behind this is pretty straightforward. When the initial release entered the arcades, players where are able to exploit weaknesses in some characters - Midway put paid to all of that by increasing the powers of the weaker characters and limiting the use of some of the "kombos". Although all of the old combinations work, the damage of some of them has been lessened in order to limit their worth in the game. So this update business works both ways really, balancing up the game so all of the participants have equal chance of butchering each other.

AND THE REST...

So, what else has been included to make this truly the *ultimate* version of Mortal Kombat 3? Well, of



The top screenshot shows what happens when three of the hidden characters - Mileena, Classic Sub-Zero and Ermac are added to the character select screen. A fourth 'Supreme Master' route through the game has been added to Ultimate Mortal Kombat 3 (above).



course, the odd facelift in the graphical department isn't going to hurt any one, so as well as all of the new art on the new characters, Midway included a total of four new backdrops to astound and amaze, in addition to the fine range of backgrounds in the original MK3.

Also new is a choice of reward once the game has been completed in Supreme Master mode, with players able to choose from 12 of Shao Kahn's Treasures. Each reward is different with endings including endurance matches with all the hidden characters, watching all the finishing moves or checking out some of the old fatalities from previous MK games. You can even have a game of Galaga too if you want! Hmmm.

Hmmm. Intriguing. The two shots nearest this caption show what happens when you opt for the two-on-two tournament, whilst the last two indicate the happenings associated with a gargantuan eight-player tournament.



SUPER TOURNAMENT ACTION

Capcom are clearly the innovators in bringing multiplayer action to the home versions of their arcade hits, having invented Versus Mode in Super NES Street Fighter II and tournaments in Megadrive Super Champion Edition. Saturn Ultimate Mortal Kombat 3 follows suit with a range of options designed to get the most out of the game. In addition to the predictable two-player option there is:

1. Two-on-Two Team Kombat

Basically two teams choose two Kombatseers to take into battle in a sort of King of Fighters style team battle. The beauty here is that you can have a player in charge of a specific character allowing up to four people to play in two teams of two.

2. Eight-Player Tournament

No prizes for guessing what goes on here. Basically eight people play each other in a series of elimination bouts, going into semi-finals before the best duo enter into a deadly game of one-on-one...



KITANA

Four-Hit: HP, HP, B+LP, F+HP
Three-Hit: Fan Lift, Jump Kick, Fan Throw, Square Wave Punch
Three-Hit: Fan Lift, HP, HP, Square Wave Punch
Three-Hit: HK, HK, LK

REPTILE

Eight-Hit: HP, HP, D+LP, Fast Force Ball, HP, HP, Elbow Dash, D+HP
Seven-Hit: HP, HP, D+LP, Fast Force Ball, HP, Jump Kick, Spit
Seven-Hit: HP, HP, LP, Fast Force Ball, HP, HP, LK
Six-Hit: HP, HP, LP, Fast Force Ball, D+LP, D+HP
Five-Hit: HP, HP, LP, Fast Force Ball, D+HP
Three-Hit: Fast Force Ball, Slow Force Ball, Uppercut
Three-Hit: Slow Force Ball, Fast Force Ball, Spit

SONYA

Six-Hit: HK, HK, HP, HP, LP, B+HP
Six-Hit: HK, HK, HP, HP, LP, B+HK
Five-Hit: HK, HP, HP, LP, B+HP
Four-Hit: HP, HP, LP, B+HP
Three-Hit: HK, HK, B+HK

JAX

Seven-Hit: HK, HK, D+HP, HP, BL, LP, HP, B+HP
Five-Hit: HP, HP, BL, LP, B+HP
Four-Hit: HP, HP, BL, LP, B+HK
Three-Hit: HK, HK, B+HK

NIGHTWOLF

Nine-Hit: LK, HP, HP, LP, Ax, Ax, (run up), HP, HP, Shadow Ram
Eight-Hit: LK, HP, HP, LP, D+HP, D+HP, HP, D+HP
Seven-Hit: LK, HP, HP, LP, Hatchet Swipe, Hatchet Swipe, HK
Six-Hit: HK, HK, HP, HP, LP, B+HK
Six-Hit: LK, HP, HP, LP, Hatchet Swipe, D+HP, D+HP
Five-Hit: HP, HP, Hatchet Swipe, HP, Shadow Ram
Five-Hit: HK, HP, HP, LP, HK
Four-Hit: HP, HP, LP, LP
Four-Hit: HP, HP, LP, HK
Three-Hit: HK, HK, B+HK

JADE

Seven-Hit: HP, HP, D+LP, LK, HK, B+LK, B+HK
Seven-Hit: HP, HP, D+LP, D+HP, HK, HK, LK, B+HK
Four-Hit: HK, HK, LK, B+HK
Four-Hit: HP, HP, D+LP, D+HP

SCORPION

Eight-Hit: Crossover Kick, Telepunch, Spear, HP, HP, HK, B+HK
Four-Hit: HP, HP, HK, B+HK
Four-Hit: HK, HK, HK, LK

KANO

Six-Hit: HP, HP, D+LP, D+HP, Jump Kick, CannonBall
Six-Hit: HP, HP, D+LP, D+HP, Jump Kick, Knife Swipe
Six-Hit: HP, HP, D+LP, D+HP, Jump Kick, Air Throw
Five-Hit: HP, HP, D+LP, Jump Kick, Air Throw
Four-Hit: HP, HP, LP, HP
Four-Hit: HK, HK, LK, B+HK
Four-Hit: Jump Kick, CannonBall, Jump Kick, Knife Swipe

SUB ZERO

Six-Hit: HP, HP, LP, LK, HK, B+HK
Five-Hit: HP, HP, LK, HK, B+HK
Four-Hit: HP, HP, LP, B+HK
Three-Hit: HP, HP, B+HK

SEKTOR

Five-Hit: LK, HP, HP, LP, Jump Kick



SHEEVA

FATALITIES
Pound: (o) F,D,D,F,LP
Skin Rip: (o) hold HK,B,F,F,rel HK
BABALITY
D,D,D,B,HK
FRIENDSHIP
Spinning Plates: F,F,D,F,(wait 1/2 sec),HP
ANIMALITY
Scorpion: RN,BL,BL,BL,BL
PIT FATALITY
D,F,D,F,LP



KITANA

FATALITIES
Cut off head: (o) B,D,F,F,HK
Stretch kiss: (o)
RN,RN,BL,BL,LK
BABALITY
F,F,D,F,HK
FRIENDSHIP
Bubbles: D,B,F,F,LP
ANIMALITY
Rabbit: (1) D,D,D,RN
PIT FATALITY
F,D,D,LK



REPTILE

FATALITIES
Body snack: (4) B,B,F,D,BL
ANIMALITY
Chimpanzee: (o) D,D,U,HK
PIT FATALITY:
RN,BL,RN,BL,BL



SONYA

FATALITIES
Kiss of Fire: B,F,D,D,RN
Ring of Death: (6) hold BL+RN,U,U,B,D, rel BL+RN
BABALITY
D,D,F,LK
FRIENDSHIP
Friendship: B,F,B,D,RN
ANIMALITY
Eagle: hold LP,B,F,D,F, rel LP
PIT FATALITY
F,F,D,HP



SMOKE

FATALITIES
Total Destruction: (6) hold BL,U,U,F,D
Eat It: (1) hold RN+BL,D,D,F,U,rel RN+BL
BABALITY
D,D,B,B,HK
FRIENDSHIP
Horn: (6) RN,RN,RN,HK
ANIMALITY
Bull: D,F,F,BL
PIT FATALITY
F,F,D,LK



SHANG TSUNG

FATALITIES
Soul Sucker: (o) hold LP,RN,BL,RN,BL rel LP
Spikes: (o) hold LP,D,F,F,D,rel LP
BABALITY
RN,RN,RN,LK
FRIENDSHIP
Ostrich: LK,LK,RN,D
ANIMALITY
Snake: U,U,B,LP
PIT FATALITY
F,F,F,HP



JAX

FATALITIES
Grow & Stomp: (6)
RN,BL,RN,RN,LK
Cut 'em up: (o) hold BL, U, D, F, U, release BL
BABALITY
D,D,D,LK
FRIENDSHIP
Jumprope: LK,RN,RN,LK
ANIMALITY
Lion: hold LP,F,F,D,F,rel LP
PIT FATALITY
D,F,D,LP



SUB-ZERO

FATALITIES
Body Breaker: (o)
BL,BL,RN,BL,RN
Ice Breath: (3) B,B,D,B,RN
BABALITY
D,B,B,HK
FRIENDSHIP
Snowman: LK,LK,RN,U+RN
ANIMALITY
Polar Bear: hold BL,F,U,U,rel BL
PIT FATALITY
B,D,F,F,HK



JADE

FATALITIES
Shake: (o) Hold BL,U,U,D,F, Release BL, HP
Air impale: (o) RN,RN,RN,BL,RN
BABALITY
D,D,F,D,HK



STRYKER

FATALITIES
Dynamite: (o) D,F,D,F,BL
Tazer: (6) F,F,F,LK
BABALITY
D,F,F,B,HP
FRIENDSHIP
Crossing Guard: LP,RN,RN,LP
ANIMALITY
T-Rex: D,F,F,B,HP
PIT FATALITY
F,U,U,HK



CYRAX

FATALITIES

Hele-Cutter: hold BL,D,D,U,D,HP
Self-Destruct: (o) hold BL,D,D,F,U,RN
BABALITY
D,D,D,HK
FRIENDSHIP
Dance: RN,RN,RN,U
ANIMALITY
Shark: hold BL,U,U,D,D
PIT FATALITY
RN,BL,RN



KUNG LAO

FATALITIES

Hat Boomerang: (o) F,F,B,D,HP
Spin: RN,BL,RN,BL,D
BABALITY
D,F,F,HP
FRIENDSHIP
Frisbee: (2-6) RN,LP,RN,LK
ANIMALITY
Jaguar: RN,RN,RN,RN,BL
PIT FATALITY
D,D,F,F,LK



SEKTOR

FATALITIES

Crusher: (1) LP,RN,RN,BL
Flame Thrower: (3) F,F,F,B,BL
BABALITY
B,D,D,D,HK
FRIENDSHIP
Test Your Strength:
D+RN,D+RN,D+RN
ANIMALITY
Bt: F,F,D,U
PIT FATALITY
RN,RN,RN,D



SINDEL

FATALITIES

Scream: (o) RN,BL,BL,RN+BL
Hair Wrap: RN,RN,BL,RN,BL
BABALITY
RN,RN,U+RN
FRIENDSHIP
Friendship: RN,RN,RN,RN,U+RN
ANIMALITY
Wasp: (o) F,F,U,HP
PIT FATALITY
D,D,D,LP



SCORPION

FATALITIES

Gang up: (o) F,F,D,U+RN
Toasty: (4) D,D,U+HK
BABALITY
D,B,B,F,HK
ANIMALITY
Penguin: (o) U,F,U,U,HK
PIT FATALITY:
F,F,U,U,HP



KANO

FATALITIES

Skeleton Rip: (o) hold LP,F,D,D,F,rel LP
Laser: (1) LP,BL,BL,HK
BABALITY
F,F,D,D,LK
FRIENDSHIP
Bubble Gum: LK,RN,RN,HK
ANIMALITY
Turantula: (o) hold HP,BL,BL,BL,rel HP
PIT FATALITY
U,U,B,LK



NIGHTWOLF

FATALITIES

Lightning: (6) B,B,D+HP
Beam Me Up: hold BL,U,U,B,F,BL
BABALITY
F,B,F,B,LP
FRIENDSHIP
Rayden Morph:
RN,RN,RN,D+RN
ANIMALITY
Wolf: F,F,D,D
PIT FATALITY
RN,RN,BL



KABAL

FATALITIES

Head Inflate: (3) D,D,B,F,BL
Scream: (o) RN,BL,BL,BL,HK
BABALITY
RN,RN,LK
FRIENDSHIP
Marshmallow: RN,LK,RN,RN,U
ANIMALITY
Bones: hold HP,F,F,D,F,rel HP
PIT FATALITY
BL,BL,HK



LIU KANG

FATALITIES

Flaming Body: F,F,D,D,LK
MK1 Crush: U,D,U,U,RN+BL
BABALITY
D,D,D,HK
FRIENDSHIP
Shadow Puppet:
RN,RN,RN,D+RN
ANIMALITY
Dragon: (1) D,D,U
PIT FATALITY
RN,BL,BL,LK

WHAT'S GOING ON?

After the Fatality description, you may see a number inside (brackets). This is the amount of footsteps you need to be away from your opponents. Babalities and Friendships only work if you don't block. Animalities require you to give mercy to your foe (when "Finish Him" appears hold RN, press down twice and release RN) before they work. Some Fatalities at zero range require you to hold down an attack - hold down the attack, and then move into range and it should work.

Five-Hit: HP, HP, HK, HK, B+HK

Five-Hit: HP, HP, LP, Jump Kick, Missile

Four-Hit: HP, HP, HK, B+HK

Four-Hit: HP, HP, LK, LP

Three-Hit: HK, HK, B+HK

Three-Hit: Tele-Uppercut, Jump Kick, Missile

SINDEL

Seven-Hit: LK, HP, HP, D+HP, (walk forward), HP, Jump Kick, Air FireBall

Six-Hit: HK, HP, HP, D+HP, Jump Kick, Air FireBall

Five-Hit: HK, HP, HP, LP, HK

Five-Hit: HP, HP, LP, HK, Fly, Air FireBall

Four-Hit: HP, HP, LP, HK

Three-Hit: HK, HK, B+HK

STRYKER

Nine-Hit: HK, HP, HP, LP, Gun, (run up), HP, HP, Gun, Low Grenade

Six-Hit: LK, HP, HP, LP, Jump Kick, Slide 'n' Throw

Five-Hit: HK, HK, HP, HP, B+HK

Three-Hit: HP, HP, LP

Three-Hit: LK, LK, B+HK

CYRAX

Six-Hit: HP, HP, HK, HP, HK, B+HK

Three-Hit: HP, HP, LP

Three-Hit: HK, HK, B+HK

Three-Hit: Far Bomb, Net, B+HK, (Bomb-hits), D+HP

Three-Hit: B+HK, Far Bomb, Close Bomb

KUNG LAO

Seven-Hit: HP, LP, HP, LP, LK, HK, B+HK

Five-Hit: HP, LK, LK, HK, LK

Three-Hit: HP, LK, B+HK

Three-Hit: LK, LK, B+HK

KABAL

Ten-Hit: Jump Kick, Spin, Buzzsaw, LK, LK, HP, HP, D+HP, Jump Kick, Spark

Nine-Hit: Spin, Buzzsaw, LK, LK, HP, HP, D+HP, Jump Kick, Spark

Seven-Hit: LK, LK, HP, HP, D+HP, Jump Kick, Spark

Six-Hit: LK, LK, HP, HP, HK, B+HK

Six-Hit: LK, LK, HP, HP, D+LP, D+HP

Five-Hit: HP, HP, HK, HK, HK

Four-Hit: LK, LK, HK, B+HK

Three-Hit: LK, LK, B+HK

SHEEVA

Seven-Hit: HP, HP, LP, HK, HK, LK, B+HK

Five-Hit: HP, HP, LP, F+HP, (walk forward), B+HK

Four-Hit: HP, HP, LP, F+HP

Four-Hit: HK, HK, LK, B+HK

SHANG TSUNG

Five-Hit: Upward FireBalls, Upward FireBalls, Jump (Bck) Kick, (Upward FireBall hits), D+HP

Five-Hit: HK, HP, HP, LK, B+HK

Five-Hit: LK, HP, HP, LK, B+HK

Four-Hit: HP, HP, LP, HK

Three-Hit: HP, HP, HK

LIU KANG

Seven-Hit: HP, HP, BL, LK, LK, HK, LK

Six-Hit: HP, HP, D+HP, Jump Kick, FireBall, Bicycle Kick

Five-Hit: HP, LK, LK, HK, LK

Four-Hit: LK, LK, HK, LK

Three-Hit: Jump Kick, High FireBall, Flying Kick

SMOKE

Eleven-Hit: Jump Kick, Tele-Uppercut, HP, Harpoon, (step away), HP, HP, Harpoon, HP, HP, LK, HK, LP

Eight-Hit: HP, HP, LP, Tele-Uppercut, HP, Harpoon, HP, HP, LK, HK, LP

Eight-Hit: B+HK, Tele-Uppercut, D+HP, HP, Harpoon, HP, LK, HK, LP

Seven-Hit: Tele-Uppercut, Harpoon, HP, HP, LK, HK, LP

Seven-Hit: HP, HP, LP, Tele-Uppercut, HP, Harpoon, Uppercut

Return to the **QUAKE** killing fields! Learn the secrets of the deathmatch champions!



Multiplayer Mayhem!

Since its arrival in the **MAXIMUM** office in late February, the pre-alpha Quake test has earned itself the undisputed title of 'most played EMAP PC game' over the past few months, with numerous epic in-house DeathMatch sessions accounting for an unhealthy amount of lost work hours. Long into the night the sound of blazing shotguns and rebounding grenades can be heard emanating from the PC games room, peppered at regular intervals with increasingly 'colourful' expletives as yet another marine explodes into a mess of limbs and bloodied chunks.

Through countless confrontations, the **MAXIMUM** team has proven themselves to be the definitive EMAP Quake champions again and again, with pretenders like C+VG stepping proudly up to the challengers' mark, only to be brutally defeated by our combined playing genius as we gun them down like pigs! So, how do we consistently achieve such crushing one-sided victories? Why does Ed Lomas loose by a 20 to -2 margin? Why do they refuse to play us anymore? Well, skill of course. And er, a few aces up our sleeve. Intrigued? You should be...



Discover deadly deathmatch duels that defy description! Part the cleft of your enemy!



YOU OUGHTA KNOW!

Although Quake DeathMatch is similar to Doom it differs in several important ways. Firstly, the weapons are less powerful. As any Doom 2 fan should know, a close-range blast from the super shotgun nearly always guaranteed a kill. Well now it takes two shots, and that's on an unarmed foe. A quick glance at our weapons chart illustrates the situation. What's more, with the game's auto aim option set to 'on' as default (see Console Commands) it's nearly impossible to miss! As a result, a far greater importance is placed on the collection of health and armour, and quite often a one-on-one battle is reduced to a war of attrition. Tactical retreat is now a plausible option!

Secondly, mouse control is now crucial. The full three dimensional environment means you really must be able to look both up and down at the flick of a mouse. This is especially true of the grenade launcher, which often must be arched into the air to obtain the distance for a long range lob. Practice is the key.



ALL THE EXCITEMENT OF DOOM DEATHMATCH WITH IMPROVED GRAPHICS AND SOUND!

CONSOLATION PRIZE

As anyone who's played the pre-alpha test will know, Quake features an in-game debugging console which Id were using to tweak the characteristics of the final release. Assuming you know the syntax, the console provides an extensive range of options that allow you to configure nearly every aspect of the game, from the nature of your player's movement (acceleration, tilt) to the resolution of the graphics.

A suspicious any enemy awaits atop the surface; a quick blind blast soon sends this headless corpse tumbling into the water (right). Meanwhile, a wounded marine makes a desperate dash for the red armour (middle right) ... but doesn't quite make it (far right). Ho ho ho!



These commands can be saved to a personal configuration file, which is loaded from the console every time you play.

Although id provided no information documenting many of console's more intricate commands, this hasn't stopped the Quake net posse from discovering a series of config file features that should give you the edge over unsuspecting players. All of the listings below should be entered into your .cfg file as they appear, including spaces (read the .txt file accompanying qtest1.zip for further info).



The various 'death poses' are highly amusing. A blue kitted marine feels the full force of the double barrelled shotgun (top) while all challengers to **MAXIMUM's** Quake title end up in this corner sooner or later (above). The head on the right belongs to Ed.

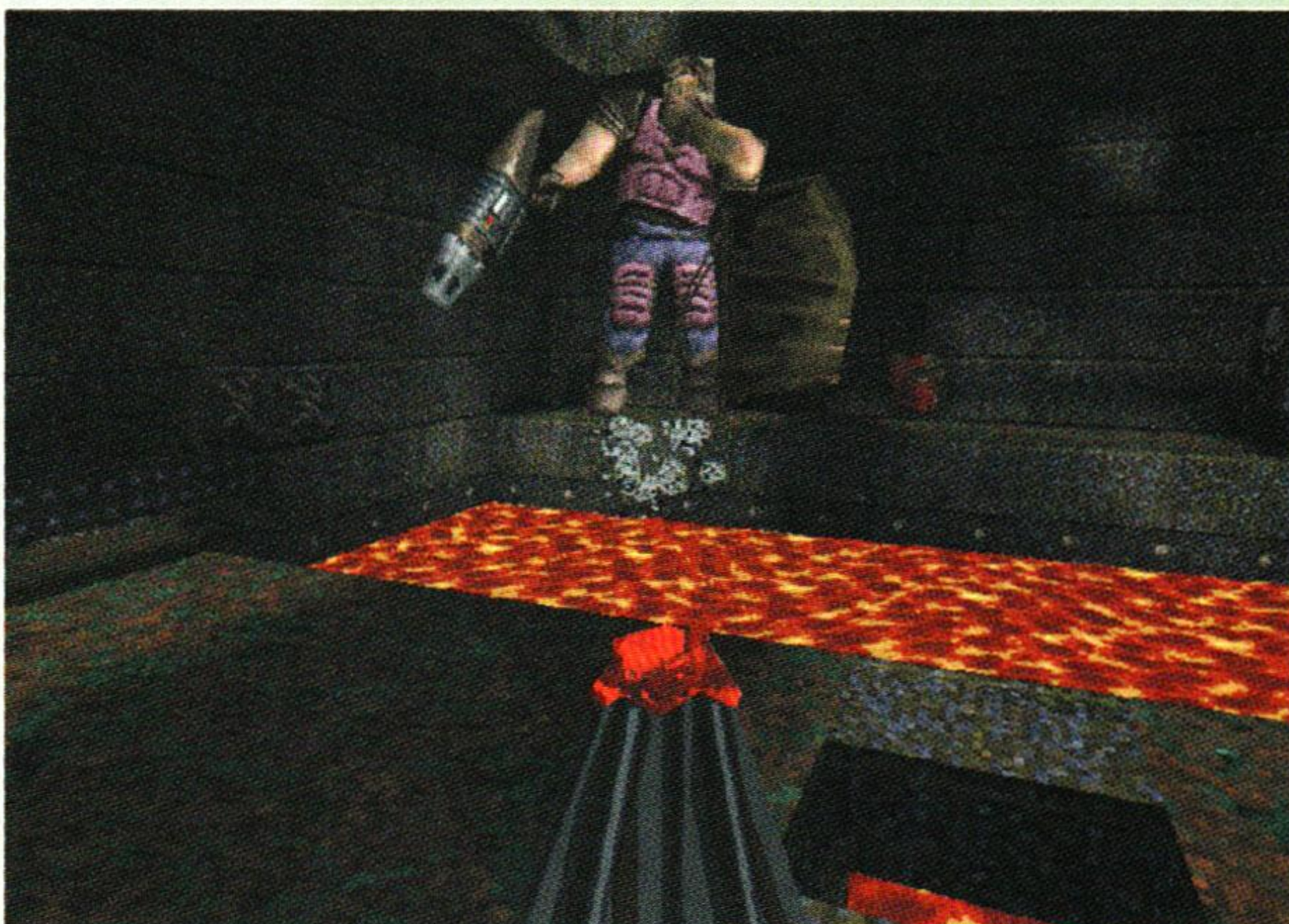
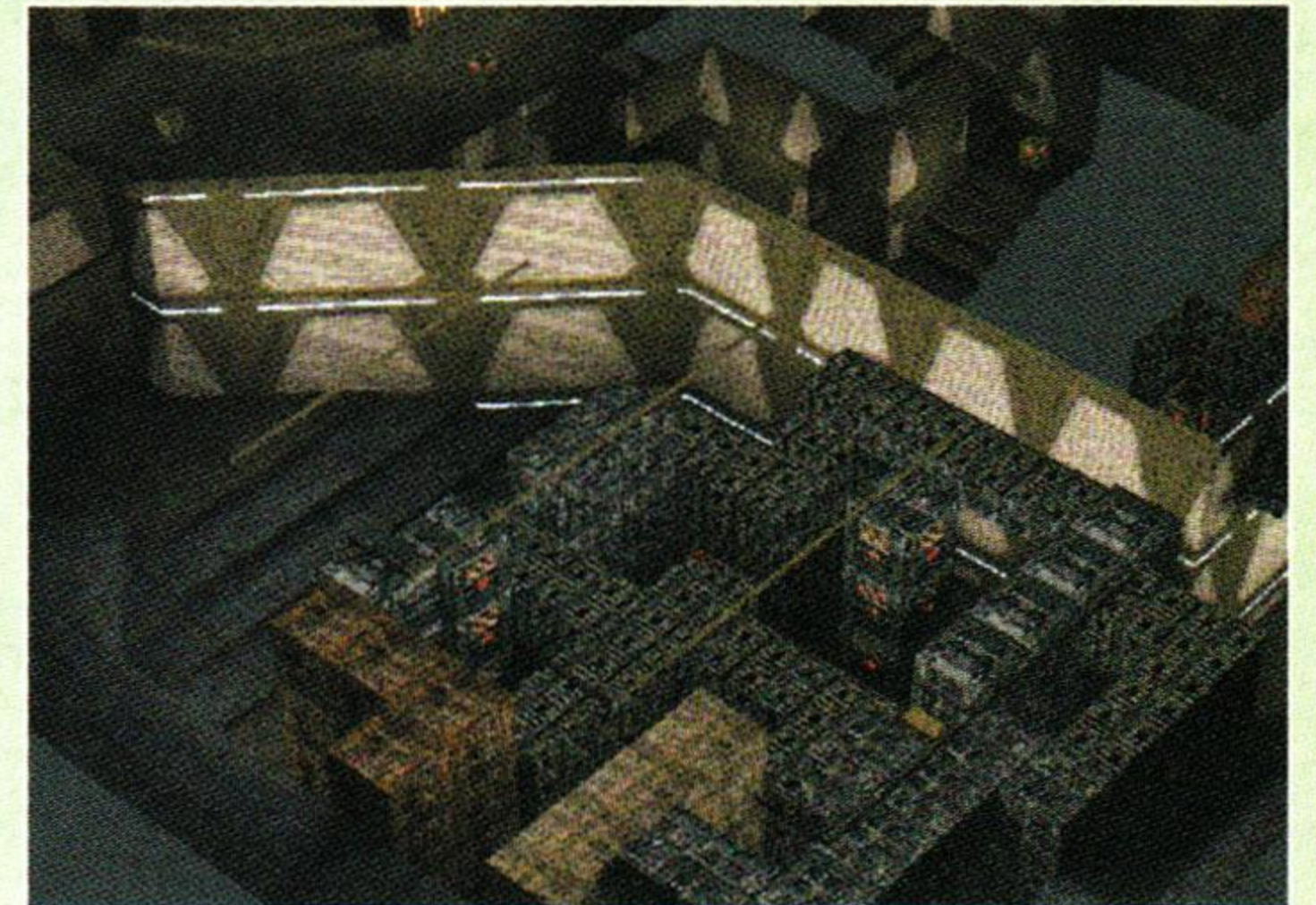
PROGRAMMABLE FEATURES TO ENHANCE YOUR DEATHMATCH CHANCES!



MAP

This sequence provides you with an isometric map of the level which can be rotated and zoomed using the mouse. Because it isn't a true map, (its actually just a shift in your viewing perspective), it reveals the location of any monsters or opponents on the level in real time! Use the TAB button to invoke the map.

```
alias move_in map2
alias move_out map1
alias map1 "alias move_in map2 ; alias move_out map1 ; scr_ofsx -2000 ;
scr_ofsz 500 ; zoom_off "
alias map2 "alias move_in map3 ; alias move_out map1 ; scr_ofsx -750 ;
scr_ofsz 200 ; zoom_off "
alias map3 "alias move_in map4 ; alias move_out map2 ; scr_ofsx -2000 ;
scr_ofsz 500 ; zoom_on "
alias map4 "alias move_in map4 ; alias move_out map3 ; scr_ofsx -750 ;
scr_ofsz 200 ; zoom_on "
alias map_t mapon
alias mapon "vid_mode 6 ; gamma .8 ; scr_ofsx -2000 ; scr_ofsz 500 ;
mouse1 move_in ; mouse2 move_out ; +mlook ; alias map_t mapoff "
alias mapoff "vid_mode 1 ; gamma .8 ; scr_ofsx 0 ; scr_ofsy 0 ; mouse1 +attack ;
mouse2 +mlook ; -mlook ; alias map_t mapon ; zoom_off ; "
bind k_tab map_t
```



X-RAY VISION

As you would imagine, this useful function allows you to see a certain distance through walls and the like! Sneaky, and useful in conjunction with the map. Pressing X invokes this intriguing option.

```
alias xray_t xray_on
alias xray_on "alias xray_t xray_off ;
r_draworder 1 "
alias xray_off "alias xray_t xray_on ;
r_draworder 0 "
bind x xray_t
```

SNIPER VIEW

Acting like a gun sight, this zooms you in close to an object in the distance for precision blasting. Most useful on maps two and three, especially with the rocket launcher.

```
alias zoom_t zoom_on
alias zoom_on "alias zoom_t zoom_off ; fov 5 ;
sizedown ; sizeup ; sensitivity 6 "
alias zoom_off "alias zoom_t zoom_on ; fov 20 ;
sizedown ; sizeup ; sensitivity 4 "
```

CHOOSING THE RIGHT TOOL FOR THE JOB

Weapons aren't everything in Quake. They're the only thing. Choosing the appropriate weapon for any given situation is crucial to your success. Thankfully, **MAXIMUM** is here to help with a detailed weapons guide. **Note:** When we refer to a UO (unprotected opponent) we mean an opponent with 100% health and no armour.

1. Long Barrel Shotgun

You always begin with this gun, and despite its appearance and cool reloading sound, it is the most ineffectual weapon in Quake. Although it fires a concentrated spread of six pellets at a reasonable rate, it takes numerous blasts to kill an unprotected opponent and is thus best used as a sniping weapon.

Weapon Reload - 25 rounds

Box Reload - 40 rounds

UO take down - 5 shots

2. Double Barrel Shotgun

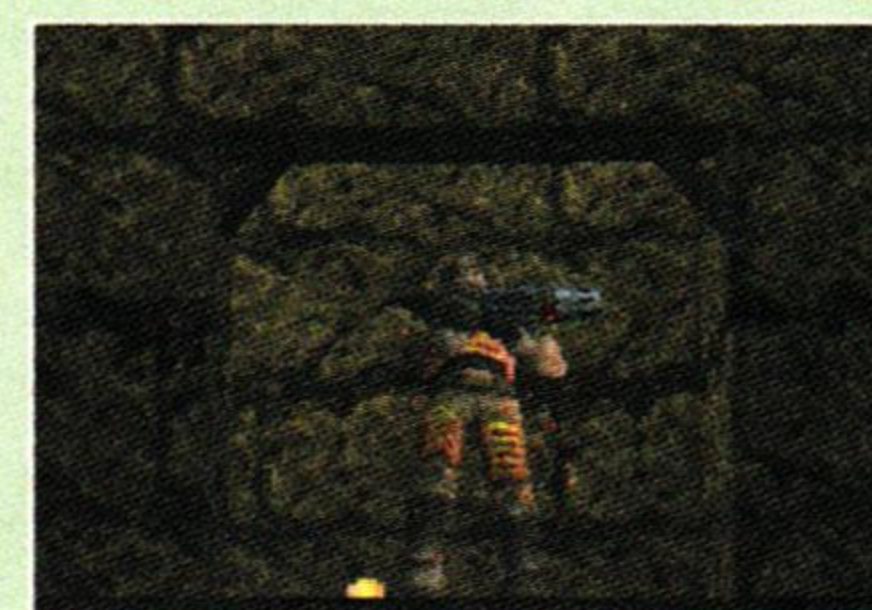
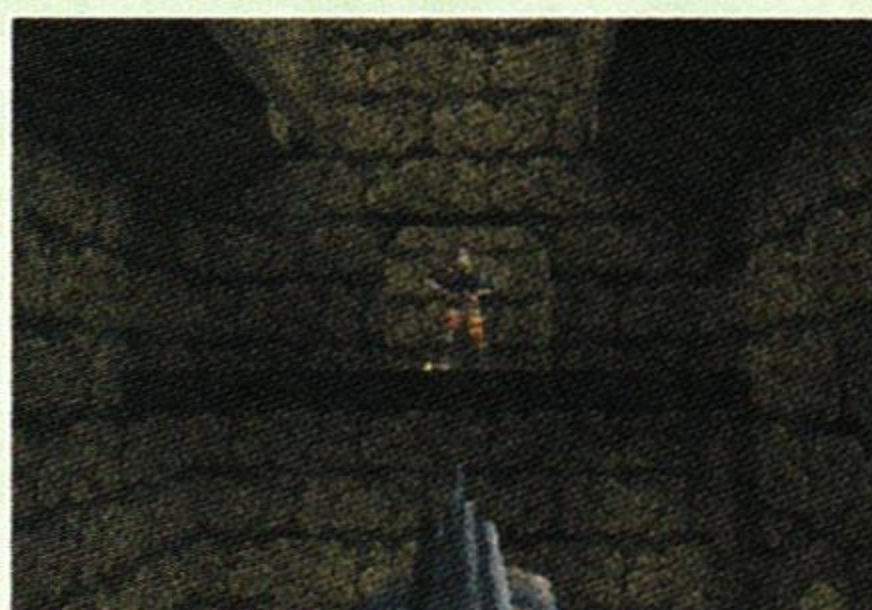
First seen in Doom 2, the double barrel, or 'super' shotgun is perhaps the deadliest weapon in the game. Using up two rounds per shot, it pumps out a wide spread blast area of 12 pellets that does medium damage at a distance and positively molests at close range. Also, the reload time is down from Doom 2, making this a true craftsman's weapon.

Weapon Reload - 5 rounds

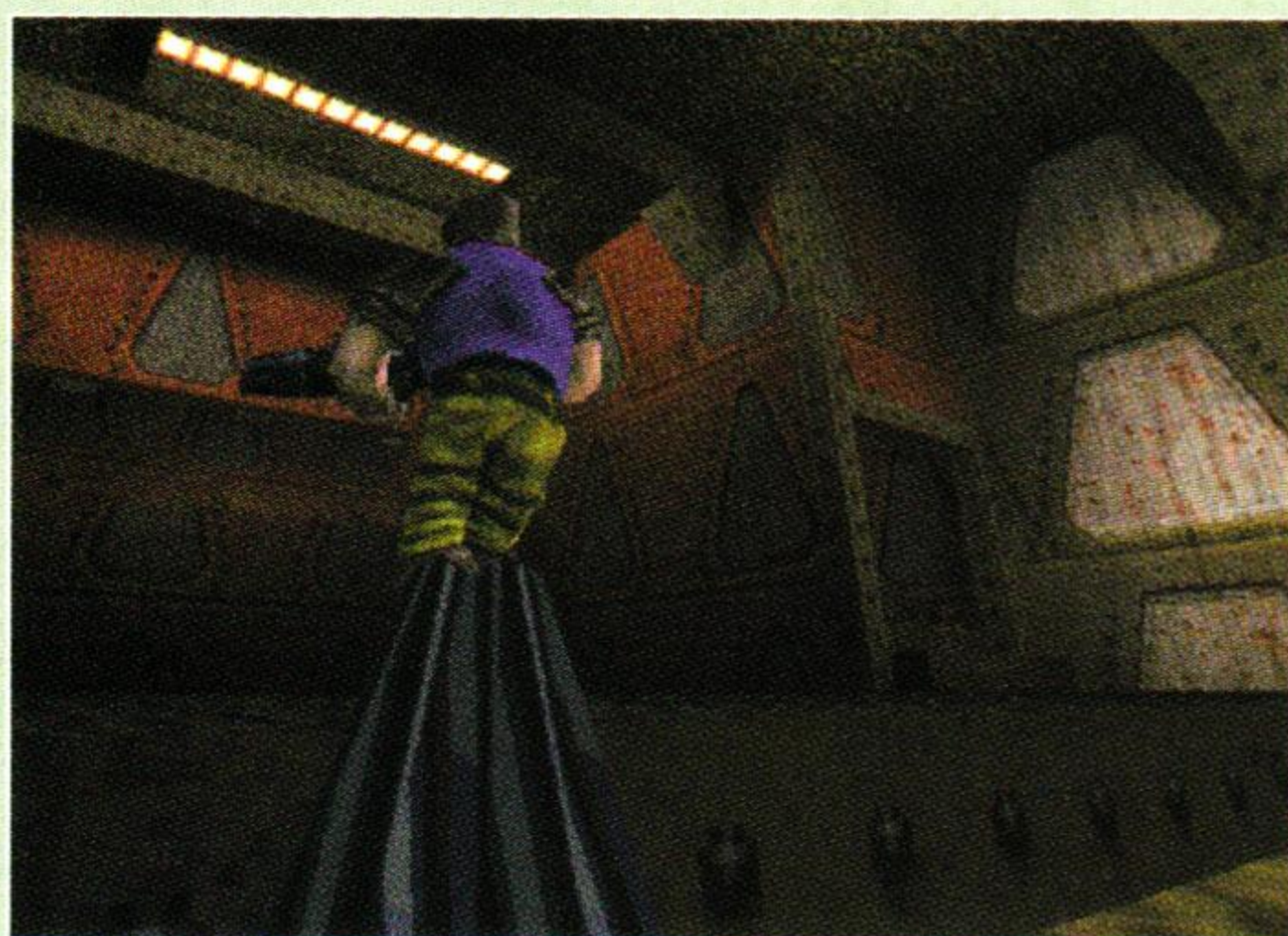
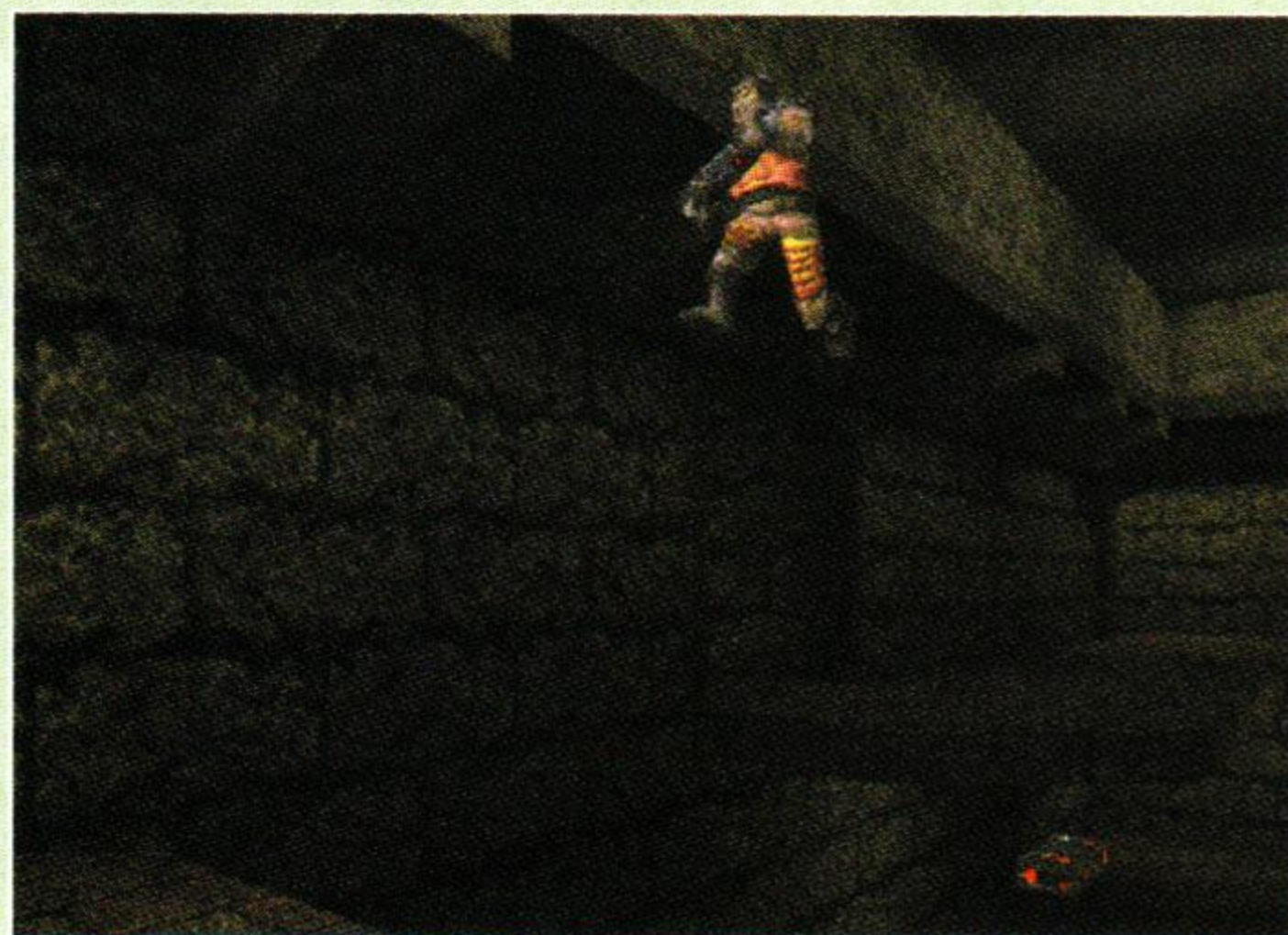
Box Reload - 40 rounds

UO take down - 2 shots.

The sniper mode in action. From a distance the head shot cannot be guaranteed (right) but with the aid of the sniper zoom (middle right) the unfortunate marine suddenly sprouts a third eye. The long barrel shotgun, nailgun and rocket launcher are the favoured weapons with this sneaky device.



QUAKE CLOSE-UP



3. Nail Gun

The equivalent of the Doom's Chaingun, the Nail Gun's primary advantage is its rapid rate of fire and accuracy. The nails can hit a small point from any distance making this the weapon to use in long range battles. However, the nails do relatively little damage, and they take time to travel from the gun to target, thus giving the opponent time to dodge.

Weapon Reload - 20

NIN Box Reload - 10

UO Take Down - 12 nails (12 shots)

4. Chain Nail Gun

Now we're talking. Like the double barrel shot gun, the Chain Nailgun fires two shots per button tap, thus sucking up a full compliment of 99 nails in a matter of seconds. The good news, however, is that this gun rapes like Mike Tyson. With practice, this is the best non-pyrotechnic weapon in the game. It can only be found on Test3 though.

Weapon Reload - 60

NIN Box Reload - 10

UO Take Down - 12 shots (6 shots)

5. Grenade Launcher

Fires bouncing grenades that by and large comply realistically to the laws of physics, exploding on contact with living matter or after a short duration of time. This weapon offers the greatest potential, as with practice shots can be lobbed onto platforms, through gaps and around corners. It is also immensely powerful. Just make sure you don't run onto your own grenades.

Weapon Reload - 5

Box Reload - 10

UO Take Down - 1 shot (direct hit)

6. The Rocket Launcher

The ultimate weapon. Fast firing and deadly accurate, though interestingly not as powerful as a direct hit from the grenade launcher. Once again, don't shoot anything too close to you.

Weapon Reload - 5

Box Reload - 10

UO Take Down - 2 shots

CONSOLE COMMANDS

All these should be entered at the console menu, which can be accessed during the game by pressing escape. For a full list visit <http://www.stomped.com/>

SV_AIM x - This is the games auto-aim function where x is the range of the auto aim. A zero means you will hit anything within a wide arc, while 1 requires true accuracy. **MAXIMUM** recommends making sure everyone switches this to 1 before the session begins, or the game is just too easy.

GAMMA x - Complaining that the game has no brightness control? Hey presto. Zero to one, where '1' is darkest. The recommended setting is 0.7.

SV_MAXSPEED x - Pump it up to allow the players to run at top speeds! 500 should do it.



Unleash the power of the Quake Console!

LEVEL GUIDE

TEST1

Test1 is the smallest of the deathmatch arenas and is thus perfectly suited to two player serial link duels (four plus gets a bit crowded!).

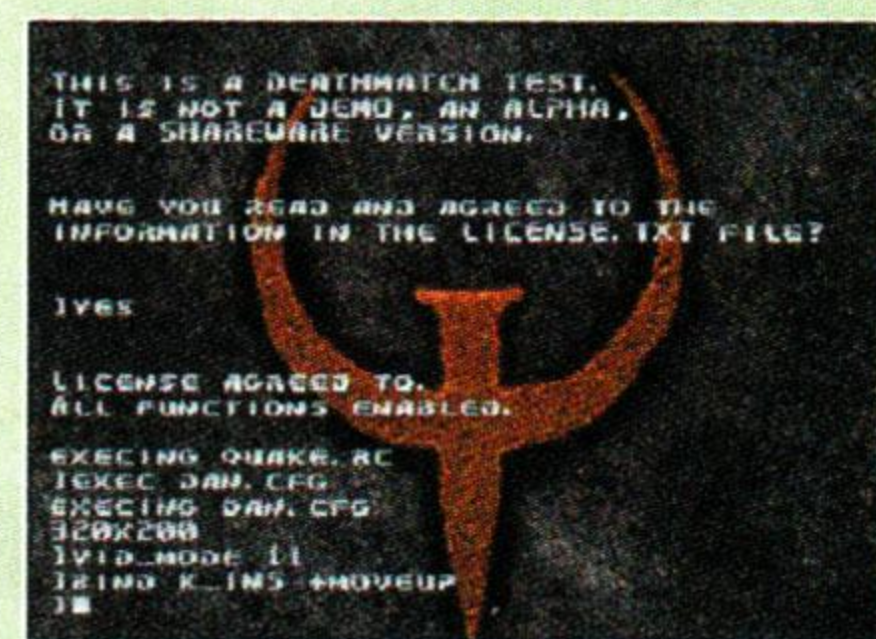
Using the 'moveup' key ('d' by default) together with speed and jump, players can leap from on top of the grating to the yellow armour without using the bridge. With this technique the +100 medpack area can also be reached from the opposite ledge without opening the clanking secret door (Test1 is so small that the sound can be heard from nearly everywhere on the level).

TEST2

The secret alcove atop the main hall (containing the grenade launcher and health) is perfect for using as a sniper nest to nail players as they run about beneath you. Just keep pumping the grenades out.



Still here? Then heed this last piece of invaluable advice: always try to be the server in a serial cable game. Unless you configure the serial cable attributes correctly, there is a slight communications blip when the client machine fires, resulting in a millisecond of lost tracking and often a missed shot. For expert players, this glitch is incredibly infuriating, and can cause the win/lose margin to swing significantly!



The Quake Console (above) demonstrating how to bind the super jump key to the Insert button. Also, **MAXIMUM** recommends the Univbe 5.1a shareware graphics driver to allow for extra vid_modes 11-21, and a smoother frame rate all round.

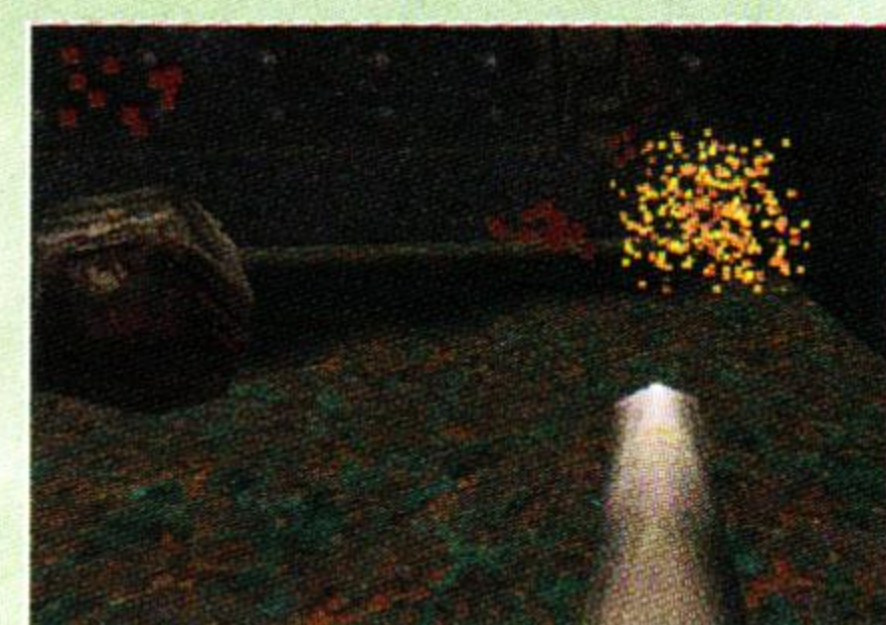
Master the 'moveup' super jump technique!

Also, make sure you press the outside switches before entering the main hall, which will crush anyone inside the side rooms waiting to drop you into the lava. Again the health and armour near the double barrelled shotgun can be reached with a 'moveup' jump without opening the bridge. Test2 is best suited for 3 to 6 players.

Test3

You can clamber on top of the crates in the room with the chain nailgun to reach a hidden alcove containing a +100 medkit. Great for sniping from.

Also, although you can't see out of the water, don't let that stop you from firing out. You can check to see if someone is there by the way your weapon raises slightly as it autoaims.





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PSX CONVERSIONS

The secrets of **GUARDIAN HEROES** exposed! Full lowdown direct from the labs of Treasure!



Thanks to MAXIMUM, you can now enjoy the full range of characters for your six-player versus games (above). The debugging mode is the key to all of the cheats (right). That's a picture of the dipswitch screen there.



Guardian Heroes must rank as one of the most enjoyable games in recent months. That's saying something, considering the quality of the titles the Saturn has had since December (including the likes of Street Fighter Alpha, VF2, Sega Rally...). So what do we have in store for you hordes of Guardian Heroes fans? Read on dear readers, read on....

DEBUG ANTICS!

To start any of the following features, you must switch on the 'debug' mode. 'But how?!' we hear you cry. Don't worry our loyal followers, this is how you do it - on the option screen, highlight the dip switch (the option at the top of the menu) then press A, Y and C together. A debug option appears towards the bottom of the screen and switch it 'on'. Here is the list of what the debug mode enables you to do. The features that do not have a condition in their explanation (including the ending select) are automatically activated as soon as the debug command is entered. Some of the following features could spoil your enjoyment of the game, especially if you haven't finished the game on all, or indeed any, of the seven endings. Use these tips at your own risk.

HAVE UNLIMITED TRAVEL WITH THE GUARDIAN HEROES BUS PASS!

One of the benefits of the debug mode is a stage select. At the beginning of the game, you are able to choose your starting point from the stage one to thirty. So if you want to skip the lowly soldiers and move on to fight the likes of the Super Balga on stage 28 instantly, now you can. Again, this really is something of a super-cheese cheat mode - but it's there if you need it.

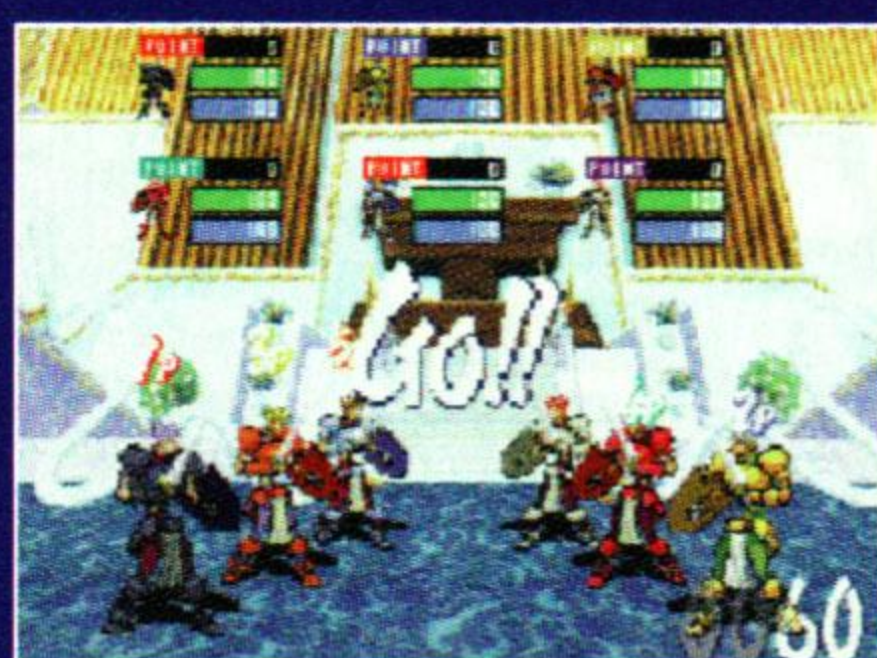


BEAM ME UP SCOTTY!

Want to give that Cyclops a beating he'll never forget, again? Or are you getting a pasting from Macho and company? Don't worry, use this tip and transport in and out of stages in the fashion of Captain James T Kirk. Again, cheese is clearly the order of the day.

PUSH BUTTONS:	EFFECT
R+START	TELEPORT FORWARD ONE STAGE
R+A+START	TELEPORT FORWARD TWO STAGES
R+B+START	TELEPORT FORWARD THREE STAGES
R+C+START	TELEPORT FORWARD FOUR STAGES
R+L+START	TELEPORT BACK ONE STAGE
R+L+A+START	TELEPORT BACK TWO STAGES
R+L+B+START	TELEPORT BACK THREE STAGES
R+L+C+START	TELEPORT BACK FOUR STAGES

Plenty of action from the Versus Mode (right), here showing the vast range of tricks you can perform thanks to the Guardian Heroes Debugging Mode. The picture directly to the right shows the range of colours available for the same characters. Intriguing...



HAVE ALL 45 CHARACTERS INSTANTLY!

The most useful of the debug effects have to be the instant availability of all the characters in the Versus mode. The 45 characters all automatically appear on the character screen when the debug mode is switched on. Another feature is being able to select the colour of your fighter. Just press one of the six buttons on the Saturn pad when selecting your fighter. Each button is assigned an individual colour, so there is a total of six colours available. There's also the bonus of having a random select a la SF Alpha if you're into that sort of thing.



Completing the game many times over is one way to get the entire roster of 45 characters above (and indeed, the most satisfying). The Debugging Mode can ruin all that. Use it only if you lose your saved position for some reason...



UNLIMITED HEALING POWER!!

Before using this particular feature, you must consider if you really need to heal yourself. We strongly recommend that you don't use this cheat as it is basically an invincibility mode and there will be no challenge if you do use it. But if you do desire to employ the instant healing power, do the following. During the story mode, press up while holding down X,Y and Z to replenish your energy completely. It can be useful but it is also detrimental to lastability of the game.



A rather interesting cheat is the ability to instantly gain 200 extra attribute points, which can easily give you the ultimate fighting character in mere seconds. Such is the power of Treasure's Guardian Heroes Debugging Mode!

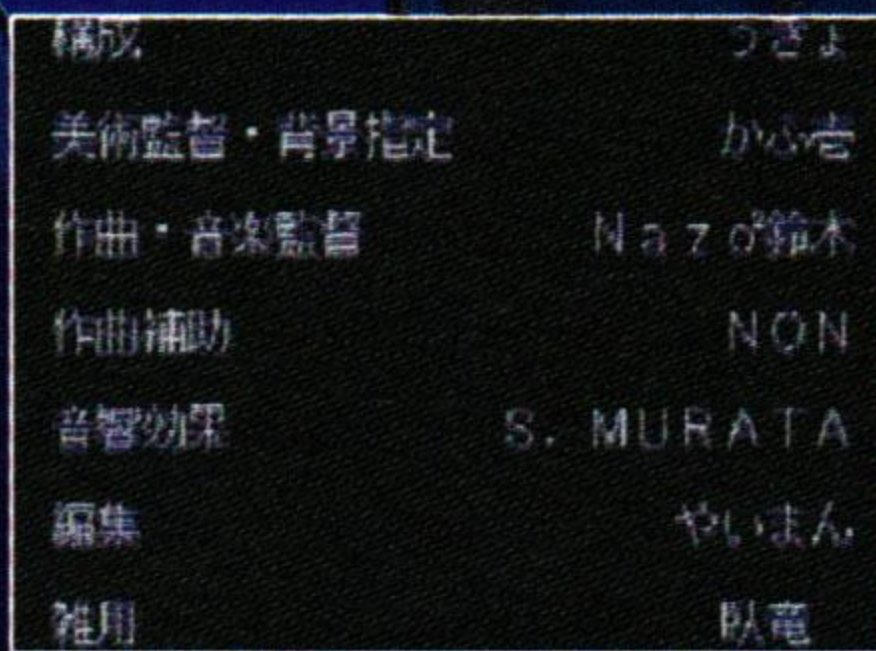
The full Debugging Mode finally revealed!

SICK OF THE STAFF ROLL? SKIP IT!

Without the debug mode, it was impossible to escape the clutches of the dreaded credits once the game was completed. But one press of the start button is all that is required to forward the Staff Roll when the debug mode is in effect. Very, very useful.

COLLISION DETECTION!

Are you one of those people who swear that your character wasn't hit as he gets bludgeoned by a cyclops? Want to clear your name as a whining git? Fear not as the next feature allows you to prove your innocence as it shows all the collision detection boxes. The neutral boxes are in blue, while the red boxes are the indication of attack. To switch on the collision detection mode, pause the game then press the left shoulder button. To de-activate it, repeat the same process.

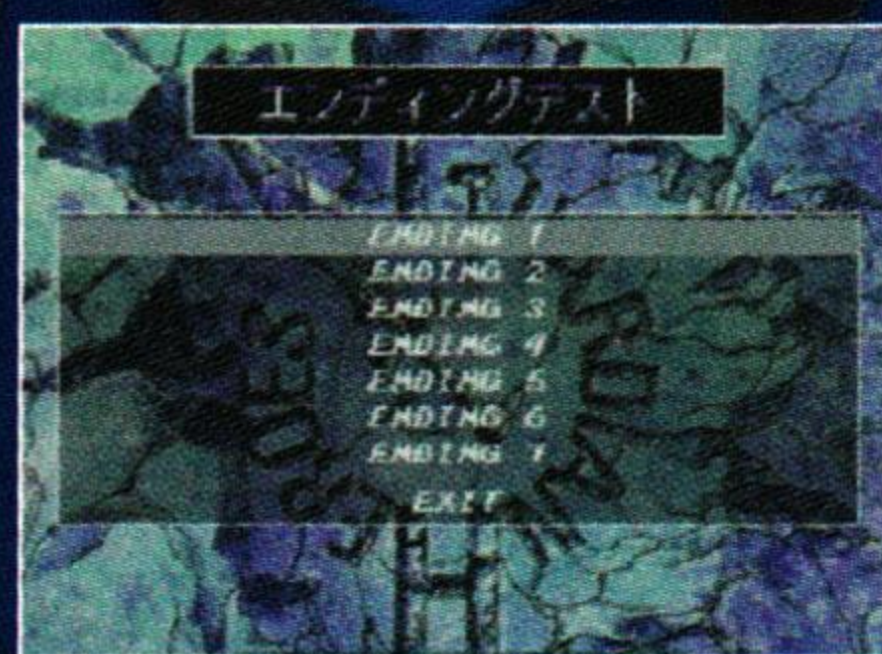


Plenty of hidden extras available in the Debugging Mode can help increase the fun you get from your Versus Mode games (above). Plus you can finally skip the end credits (above, right).

ENDING SELECT

Unless you have finished the game on all the endings, do not, repeat do not use this code. On the option screen, there is an option that reads Ending Select. This would be okay as it is but it's written in Japanese. So for those of us who can't read Japanese, the one that you should highlight is just above the EXIT sign. From there on, the text is in English so there should be no problems.

Some of the features of the debug mode are very good and can be very helpful like the instant 45 character select, but others can ruin the enjoyment of the game so use these tips with discretion. Guardian Heroes is an absolutely incredible game with oodles of lastability, but these tips can seriously jeopardise this. YOU HAVE BEEN WARNED!



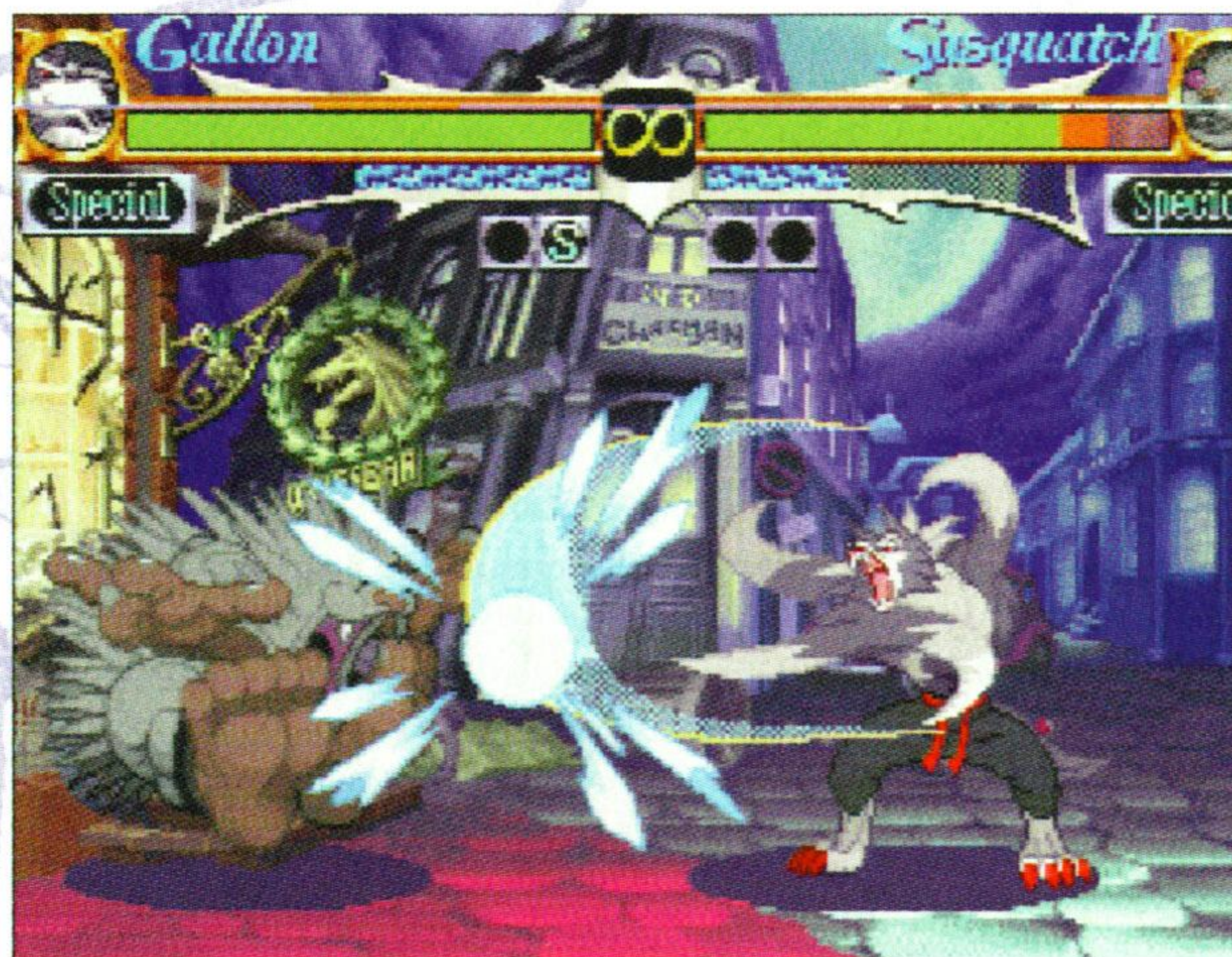
Oh look, it's the ending select (left). We don't mind telling you that this can completely ruin the game! Avoid this at all costs! Unless you really are crap at games, that is.

SATURN CLOSE-UP

Return to the halls of horror with **VAMPIRE HUNTER'S** wealth of secret options!



A Capcom beat 'em up just isn't complete without a range of excellent cheats to find and Vampire Hunter is the best example yet of this. Arcade-quality animation, turbo speeds and colour changes are the tip of the iceberg.



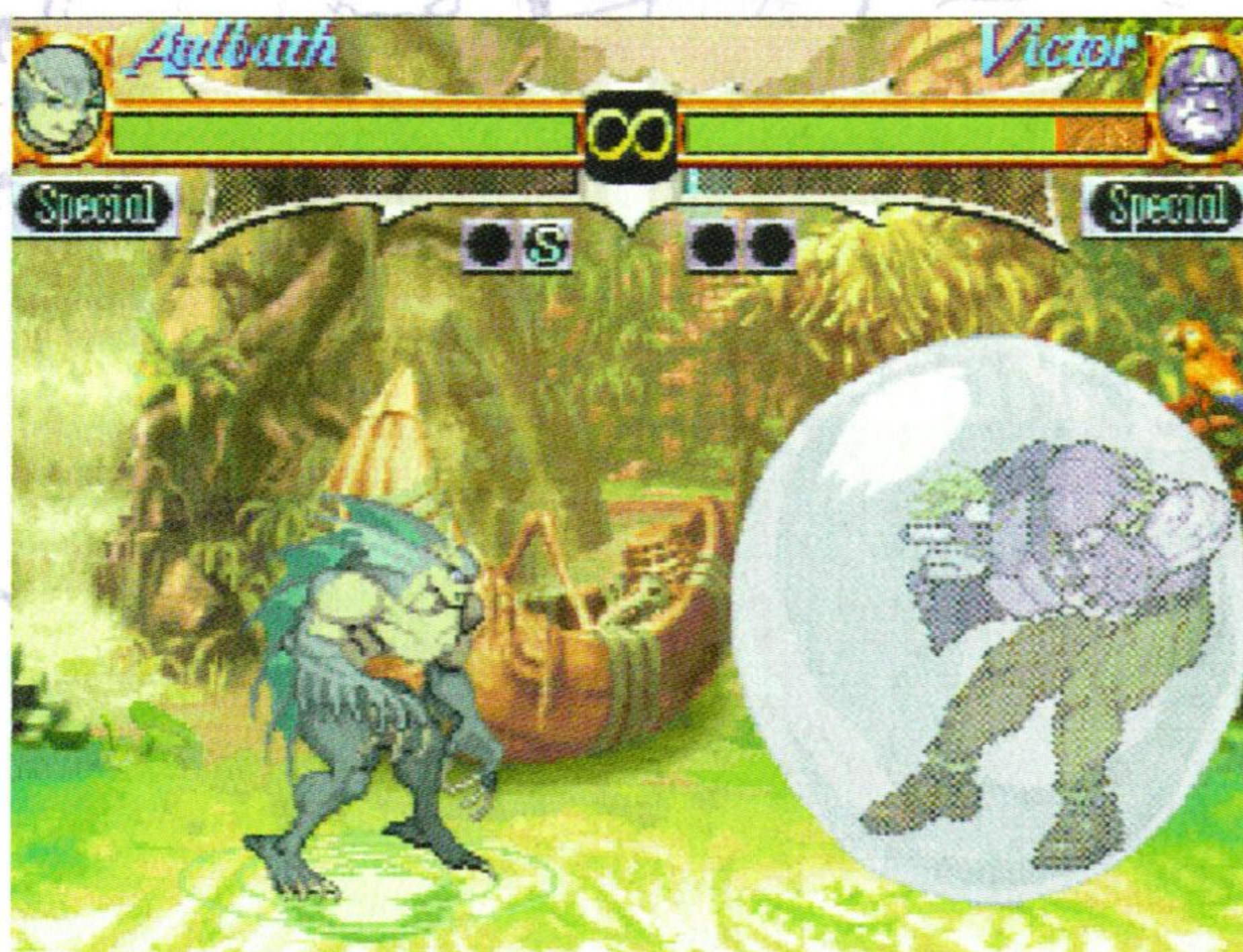
The third Capcom 2D beat 'em up for the Saturn has finally revealed the number of secrets it contains, allowing experienced DarkStalkers to challenge the undead with a variety of secrets at their disposal. The following cheats allow the players to turn up the speed, change the character colours and even start your supernatural battle against the original DarkStalkers backdrops. Let the blood-letting commence!



A VAST RANGE OF HIDDEN VAMPIRE EXTRAS AWAITS THE PLAYER IN THIS AWESOME COMBAT GAME!



Check the original backgrounds out, and compare them with the Vampire Hunter scenery featured in last month's Extended Play. Now Saturn owners can play both the first and second versions of the game!



STALK THROUGH THE ORIGINAL BACKDROPS WITH THE EXTENDED OPTIONS!

For some original DarkStalking action, try the following cheat that enables a secret options screen. From the main title screen, select options and from there highlight the configuration selection. Once highlighted, quickly press B, X, down, A and Y (Anakaris' Pharaoh magic special attack) and you should hear a spot effect sound, and a new 'appendix' screen makes an appearance in the options screen. Here you may change and tweak a variety of options, including the uniform of your computer controlled opponents, as well as being able to choose the original DarkStalkers backgrounds and music. There's even the original introduction for your to view as well. Even more exciting is the 'full' animation feature, which allows you to pit the same character against another with all the arcade frames of animation present (as the Saturn squeezes all the data into memory).

SUPER PURSUIT MODE ENGAGED!

Now you may power your way through the rounds at even more lightning speeds courtesy of the turbo mode. Enter the options screen and highlight the turbo mode. Then all that remains is to press X, X, forward, A and Z and then hold down right to cycle through the extra turbo stars. Once you're happy with the speed setting, commence your magical bouting once more, but with one important difference; this time your character moves like lightning (thus making special moves all the more difficult to pull off).



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MORRIGAN SPORTS CASUAL OUTFIT!

Last on our ride of excitement is the secret outfit that Morrigan can change into. Firstly, win your bout of fury and then press the left or right shoulder buttons, and as if by magic, our female vampire fails to execute a winning pose, and instead tries on a t-shirt and short skirt.



SUMMON YOUR ENTITY IN A VARIETY OF GARISH HUES!

There are a total of eight colours for each of your characters to choose from, ranging from the original DarkStalkers costume to the secret black costumes. Once you've entered the character select screen, highlight your chosen one and then press X, Y, Z, A, B, C or Start for the seven usual characters. The secret colours are activated by pressing (and holding down) X and B together until the portrait changes to the new hue.



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MAXIMUM

THE LATEST NEWS FROM THE VIDEO GAME WORLD

It's June 23! Concrete Nintendo 64 release set! New shots of Super Mario and PilotWings arrive!

Despite rumours that Nintendo 64 was due for another huge delay, it has now been confirmed that the machine will go on sale on June 23 (a Sunday no less, and the machine will doubtless be available on 21 June in selected retailers) and will be available as a standalone unit with Super Mario 64 and PilotWings 64 also on sale on the same day. Additionally, a Japanese Chess title from Seta (previously noted for Super NES smash hit F1 Exhaust Heat) will also be available... we can't really see UK gamers queuing up for that particular title though, even though MAXIMUM is assured that the title is going to be huge in Japan (check out the side texts for details on what looks like being the equivalent of Super NES Bombuzal in the initial line-up stakes).

So... what other details have come to light since we announced the last delay? Well, AV cables will also be available at launch (cost: around £18 for the quality RGB gear), as will additional controllers (£18 again) and 256K memory cards which slot into the controller (around £15).

Nintendo have confirmed what everyone suspected about the pricing of the cartridges themselves. In accordance with Mr Yamauchi's speech at the Shoshinkai, all three games will retail at 9,800 yen each - in English pounds sterling, you're looking at about £60. Don't expect prices so low with the UK import trade though. Taking into account import duty and the importer's cut, we're looking at prices of around £85 to £90 per game. And that's something of a conservative estimate on MAXIMUM's part.

The imminent arrival of N64 has started off an incredible price war in Japan, with Sega initially leading the field with the white S1 Saturn. This machine has all but sold out in Japan and Sony are desperate to catch up and have initiated a price cut of their own. The PlayStation is still a good £30 more expensive than the Saturn (at about £155!), but now comes with two pads and a memory card as standard.

Despite the sideshows on pricing, all eyes are on Nintendo 64 to deliver what promises to be an



SPECIAL EFFECTS

The two shots to the left show off some of the graphical effects that proliferate through the new Mario epic - the metallic Mario looks particularly impressive - who knows what other awesome aspects of the new Mario game will be revealed soon?



MIRROR... MIRROR...

Coming from the labs of Shigeru Miyamoto, no-one has any doubt about the gameplay aspect of Mario 64. The graphics look like being a new world of wonder. Incredible reflective effects like these (left) are just the tip of the iceberg...



absolutely incredible package. As if to ram home the point that the opposition stand no chance against the mighty power of Nintendo, NCL have unleashed a 28 screenshot barrage, copies of which were dispatched from Tokyo to the **MAXIMUM** offices. We haven't settled for crappy 30K JPEGs off the Net or Stevie Wonderesque scans from Japanese mags - check out these full-on screenshots and feel the quality. Nintendo's shots show off Super Mario 64 and PilotWings 64 as they were meant to be seen. All doubt about the quality of these particular titles must surely now dissipate as the power of the Nintendo 64 becomes oh-so-apparent.

In terms of publicity, N64 will be getting more than its fair share of the limelight in coming weeks. As the weeks to the launch date grow fewer, we can expect more screenshots to emanate from Nintendo's HQ (so, hopefully there'll be more next month). Then, in May, the machine receives its Western debut at the



BOTH GRAPHICS AND GAMEPLAY ARE TOTALLY UNBELIEVABLE!

NINTENDO READY THEMSELVES FOR WHAT COULD BE HARDWARE LAUNCH OF THE DECADE!



near-legendary E3 event in Los Angeles (**MAXIMUM's** places on the flight to LAX are confirmed, so expect uncompromising coverage), with Nintendo's plans for the machine's launch remaining strictly under wraps (although we're sure details will crop up in time for the next issue). Then it's on to the June 23 launch proper... Expect a Nintendo-themed issue with untouchable Mario and PilotWings coverage in the following issue. These games are certainly worth our undivided attention, being as they are the only games in the near future we're really, really excited about (which don't have "Quake" in the title).

Still away with this, let's take a look at the new shots eh?

A NEW PERSPECTIVE

Control of Mario is achieved using the patented 3D stick on the N64 controller. The four buttons on the right control the perspective. Four different views are on offer, including a "chase view" of Mario (below). Doesn't this Ghost House look great?

TRANSLUCENT GHOSTS!

Another impressive area of Super Mario 64 concerns the Ghost Houses. The translucent 2D sprites of Super Mario World become full 3D objects with even greater visual effects in the new 64-bit game. Make no bones about it, this game is going to be *hot*...

SUPER MARIO 64 NEARS COMPLETION!

The latest shots of Super Mario 64 reveal a videogame that is destined to go down in the annals of videogaming as a true event. By comparison, Sonic "2sday" and even the launch of the Super NES are pretty insignificant - June 23 is destined to be the first time that the average guy on the (Japanese) street can buy a Nintendo 64 and experience what Project Reality is all about with the advent of the new Mario adventure.

By now you probably would have read about the basic structure of the game in the videogames press (the report in **MAXIMUM** issue #3 should have sorted you out quite nicely) - you know it's similar in concept to Super Mario World, but in 3D, with a range of visual effects never seen before on a home console. The conceptual similarities to previous "Mazzer" epics are not a cause for concern. The Super NES Mario games remain the platformers with the very greatest playability - you can expect the same level of perfection in Mario 64 (although there is far more variety in Mario's capabilities this time around), but this time you get the eye-candy too. The latest



Mario's established enemies return in 3D!

Super Mario 64 looks awesome!



screenshots show that Mario 64 is even more graphically accomplished than the super-impressive Shoshinkai "Digest" demo (so called by NCL representatives because it was designed to show off as much of Mario 64's innovation as possible in a ten-minute window).

Listing the new effects in the game becomes a showcase of untouchable graphics technology. Take a look at the metallic-effect Mario in one of the screenshots, experience the wonders of stunning translucent ghosts and appreciate the sky-set ride on a magic carpet as the Italian plumber rides an amazing rainbow! Also worth a look for its technical value is the screenshot where Mario is looking beyond a glass plate, his reflection staring back at him. In these shots you also get to appreciate just how dynamic a character Mario is in his first 64-bit adventure. Originally given his dungaree costume to make him look presentable as an 8-bit bitmap, Mario now looks sensational in his guise in this new game.

Also looking far more impressive in the latest batch of shots are Mario's enemies and the background objects with which he can interact. In checking out these shots you should note the complete lack of any ugly pixelisation on the texture-maps, as well as the excellent lighting on each of the villains. In terms of



THE NEW SCREENSHOTS SHOW OFF THE NEW AREAS OF SUPER MARIO 64! JUST LOOK AT THOSE PICTURES!



IT'S A REVOLUTION IN VIDEOGAMING!

graphical finesse, you can see the amount of work that has gone into the game. The shot showing the snow stage with Mario on a lift (another refugee from Super Mario World - but looking much, much better in 3D) shows how much detail Shigeru Miyamoto's team have put into each and every graphical object in the game.



NEW LEVEL BONANZA

A huge amount of new worlds have been coded since the Shoshinkai "digest" demo of Super Mario 64, and a range of new meanies await your challenge in the new "Mazzer" classic. Two of them are pictured above and to the right...




IT'S SNOW JOKE

Where would the platform genre be without an ice world? Super Mario 64 doesn't break with tradition and supplies an incredible-looking winter wonderland... as the screenshots to the left and below show, Mario 64 just looks utterly brilliant...



Spearheading the N64 launch - Could Super Mario be the greatest game of all-time?



Yes, the graphics are on a plane of their own, but let's not forget about the legendary Mario gameplay. The emphasis on Mario games has always been on providing playability over graphics (compare Mario World to Donkey Kong Country - which is the better game?) but with the power of Nintendo 64, it appears that Mr Miyamoto and his team have been able to bring newcomers to the N64 platform the very best of both worlds. Although in basic terms, Mario's motions and capabilities are equivalent to his antics in Super Mario World, it cannot be over-stressed just how well the Mario formula works in three dimensions. Also, the usual Miyamoto preoccupation with providing huge amounts of secret bonuses and hidden rooms remains in


MORE SECRETS AND BONUSES THAN EVER BEFORE ARE PROMISED FOR THE NEW GAME!

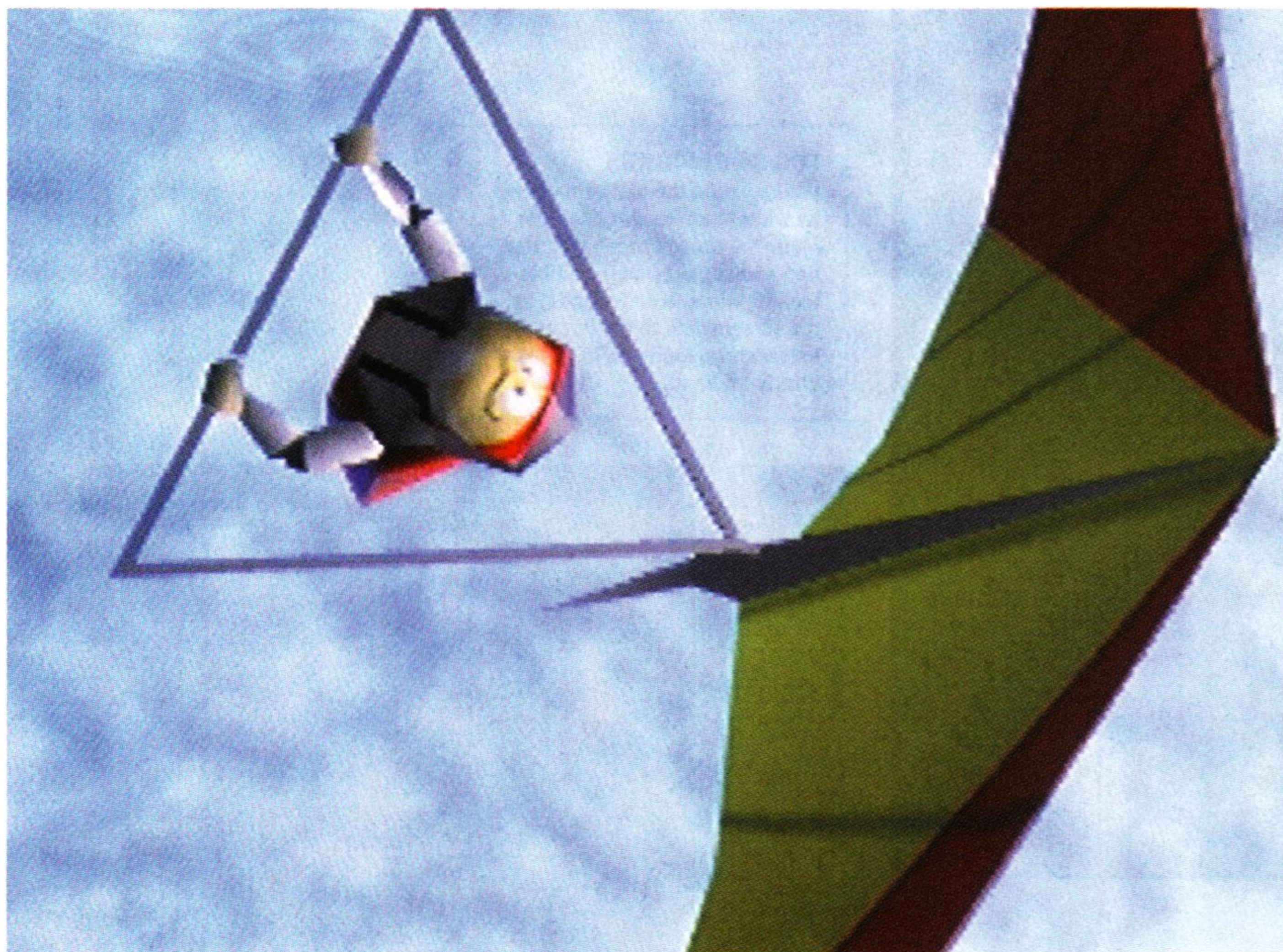

full effect in Super Mario 64... although the 3D nature of the game has allowed the games legend and his team to provide puzzles and secret warps of an even more devious nature - a challenge that is sure to be greeted with open arms by the millions of devoted Mario fans across the globe.

Until the next information from Nintendo, there isn't really much more that **MAXIMUM** can add - just look at the screenshots and consider that the hugely protracted and painful waiting period will have been more than worth it if it means software of this quality. You can be assured that **MAXIMUM** will be following the game through its development right through to an incredible post-launch Extended Play.

If you've liked our Nintendo 64 coverage to date, just imagine what we'll be able to do with the games when we get our hands on them! A new era of gaming excellence could be just around the corner... **RL**



PilotWings 64 also due at the N64 launch!



THE N64 ACTION DOESN'T END YET: PILOTWINGS IS STUNNING!

It seems only logical that Mario 64's stablemate in the official Japanese launch of the Nintendo 64 should be another project being "looked after" by a certain Shigeru Miyamoto. After all, not only is Miyamoto responsible for the vast majority of Mario fare, he's also the genius behind PilotWings - the original Super NES flight training game which introduced us to the many and varied uses for Mode 7 graphics trickery. The playability of that particular product remains renowned to this very day, raising the fever pitch excitement for this Nintendo 64 sequel to even greater heights.

MAXIMUM has gained copies of the eight new screenshots released by NCL and just like Super Mario 64, the game has come on leaps and bounds since the first demo was showcased at the Shoshinkai show last November (where it made a slightly subdued debut in the form of pre-recorded video footage).

CHECK OUT THE LATEST PILOTWINGS SCREENSHOTS!

NINTENDO 64 LAUNCH SET TO BE MASSIVE THANKS TO A DUAL NINTENDO/MIYAMOTO ONSLAUGHT - BOTH MARIO AND PILOTWINGS ARE ACE!

JUST... INCREDIBLE!

Whether you're thousands of feet above the ground or literally metres from terra firma, the amount of detail that PilotWings 64 shifts about is, well, totally unbelievable. To see what we mean, compare the high-flying action (right), to the funfair touchdown (below). Get the idea?



Despite the basic look of the game and the modes of transport remaining the same, the graphics seemingly entered a new dimension, with the game looking ten times more impressive than the early demo. Rather than just giving us some nice greenery and a Space Shuttle launch facility to peer at, these shots show us some of the vast variety that PilotWings 64 promises to deliver.

It is now pretty obvious why the old PilotWings demo was not shown to Shoshinkai delegates - it just didn't meet Nintendo's expectations of the time. As it is, the game is due to be revealed to the Japanese public in mid-June when NCL unleash a barrage of consoles into the major retail chains in order to ramp up the publicity for the Nintendo 64 still further.





Paradigm and Miyamoto team-up for the ultimate flight experience... *PilotWings 64!*



Topping the "Wow! That's unbelievable!"-o-meter has to be the Nintendo rendition of Mount Rushmore. Despite the intention of producing an American landscape (the game originates from US flight sim specialists Paradigm), Nintendo have taken a tongue-in-cheek approach to this landmark, with Mario's distinguished features sitting alongside three American presidents! A study of the texturing on this stage shows just how powerful the N64's 3D is.

The other shots are designed to show just how versatile the 3D graphics Nintendo have created are - the Statue of Liberty depicts a far-off landmark, whilst the close-up funfair screen shows just how detailed the landscape becomes as your character closes in on the ground. Incredible explosions and some eye-poppingly detailed textures (on the ravines) show that Nintendo and Paradigm are pulling no punches on PilotWings 64.

The three forms of transport unveiled at the Shoshinkai remain in evidence in the latest demo: the helicopter, hang-glider and rocket pack are now firmly installed as the main three modes of airborne transport in PilotWings 64. The characters themselves have been finalised, and in the close-range hang-glider shot that should be on these pages, you can see that your chosen

PILOTWINGS 64! IT'S A REVELATION IN VIDEOGAMING!

THE LATEST PILOTWINGS SCREENSHOTS SHOW AN UTTERLY INCREDIBLE-LOOKING GAME! MR MIYAMOTO HAS PERFORMED ANOTHER MIRACLE!

CHESS? ON N64?

So what's this chess game for N64 that no-one knows anything about? Well, it's called Saikyo Habu Shogi (Japanese chess is known as shogi). Apparently, to simulate a master shogi player would require a large, powerful CPU to calculate all the complex algorithms at speed, so this release will be certain to contain a true master just to show the true power of the N64. And it does. The master shogi player is called Habu, and is very famous in Japan. The biggest surprise is that the game is by Seta, a third party more noted for their topping racing games... **YH**



persona is easily recognisable as being in control of the vehicle chosen.

Some consternation has been voiced over the 20 frames per second update, but as long as it's solid and yields graphics such as these, **MAXIMUM** remains highly excited about this new Nintendo release. And besides, Mr Miyamoto's involved, right? What could possibly go wrong? We have the strange feeling that the answer to that question is probably "not a lot"... Marrying the mechanics of true flight simulations to Miyamoto's established gaming credo looks set to produce a videogame as memorable in games history as its illustrious predecessor. **RL**

SONY'S EVENT OF THE YEAR

PLAYSTATION EXPO '96

The second PlayStation Expo gave what the Japanese public desired - fighting games, fighting games, fighting games! All the top fighting game companies (except Sega, obviously) showed the public their support for the Sony machine by having near complete versions of their top titles. One of the title that wet the appetites of PlayStation owners everywhere during the first PlayStation Expo was the truly seminal Street Fighter Zero. Since then, the thirst for 2D fighters on the Sony machine has increased but have gone unquenched while the Saturn owners received perfect conversions of great 2D games as such as Vampire Hunter and King of Fighters '95. But now, the wait could be over for PlayStation owners as the Expo reveals some of the greatest games ever created...

A fighting and racing frenzy on Japanese shores!

SSHHOOOOORRYUUKKEN!

The variety of the titles ranged the entire beat 'em up spectrum, with a good showing from the 2D fighters which are very scarce by any stretch of the imagination. And who better to lead the way but the two masters of 2D fighting games, Capcom and SNK. The creators of the legendary Street Fighter series are releasing some of their best-loved coin-ops on to the PlayStation including the amazing **X-Men: Children of Atom** and the finished **Vampire** (Darkstalkers to you and me). More on Vampire in the import section of the mag but X-Men will not be out for a considerable period, which again fuelled speculation on the PlayStation's 2D handling prowess. Hopefully, we won't have to wait *too* long before we see X-Men, unlike Vampire, where the wait has been longer-lasting and more painful than a stint in Purgatory.

SNK are one of the most reputable companies in Japan due to intricate yet fluid gameplay of their games, with King of Fighters '95 being the most incredible. At the Expo, SNK showed their support for the PlayStation by announcing the release of their top Neo Geo games - **King of Fighters '95**, **Samurai Shodown 3**, and **Galaxy Fight**. The first two titles will boost the popularity of the Sony machine to no end in Japan and rest of the world but as to the release of Sunsoft's game, it looks more like a waste of time and money when compared to other 2D games that will be available. Though the PlayStation version of KoF is going to be available later than the Saturn version, the Sony version will be on CD only and mean two things, it will be cheaper - but how will the machine cope with only a paltry two megs of memory to store all that animation? KoF and Samurai Spirits 3 will be available sometime in May, with Galaxy Fight looking for an April release date.

Soul Edge due for 1996!

After investing huge amounts of money in their System-11 3D games, it's only natural that Namco would want to maximise on that investment by porting over the PlayStation-based coin-op games onto the home system. Such is the case with Tekken and its sequel, and now Soul Edge. That being case, Xevious 3D and the new Dunk Mania would appear to be near-certain PlayStation releases for 1997...



ROUND ONE! FIGHT!

The fighting games reached fever pitch at the PlayStation Expo, with Capcom and SNK unveiling the latest editions to the sprite-based PlayStation mayhem. A vast amount of 3D fighters were also on display, including Zero Divide 2.



1. Soul Edge (Namco)

The awesome System 11 coin-op, fully featured in issue #4, has finally been confirmed for conversion onto the PlayStation. Bearing in mind the closeness of the Tekken conversions, **MAXIMUM** has high hopes for an arcade-perfect translation. Or at least one up to the quality of the topping Saturn game.



Remember the travesty on the Super NES that was Golden Fighter? For you out there who still have nightmares from playing the previous Culture Brain release, prepared to be sent into eternal terror as Culture Brain announce **Virtual Hiryu no Ken**, otherwise known as Golden Fighter! The PlayStation version will retain all the options seen in the 16-bit incarnation and the advertising screenshots don't look to bad, just like the Super NES campaign. If Virtual Golden Fighter plays well, all is forgiven...

Another 2D game travesty with a huge advertising campaign is the tragic Rise of the Robots. Acclaim are not going to burden the public with the first game but are set to release **Rise 2: Resurrection**. Have the programmers remembered that a game needs to be playable this time round? Hmm... **Slam Dragon** by Jaleco has been described by the Japanese as another Killer Instinct due to its rendered graphics. Anything vaguely resembling the simplistic Rare game sinks without a trace in Japan and Slam Dragon seems likely to fall into the same category.

The PlayStation is renowned for its 3D fighting game capabilities as witnessed in the monster title that is Tekken 2. A number of other companies also seem to want their names carved in the PlayStation Hall of Fame alongside Namco as the next batch of titles seem to suggest. Naxat, Zoom, Banpresto, and newcomers Coconut Japan Entertainment, Excing



A vast range of combat games bewildered Expo delegates...

and Shogakukan have decided to take a step into an area dominated by Namco and Sega. A majority of the games feature giant robots as the characters and who better to lead the way but Zoom with **Zero Divide 2**. The original ZD was very playable but the gameplay was limited and once an effective tactic was found, the entire game could be cruised through in a matter of minutes. However, Zoom have set out to rectify this and other ZD related problems with their second effort. One department that has benefited greatly are the graphics. More on Zero Divide 2 later. Imagine the DarkStalkers theme coupled with the dark 3D style of BioHazard. If you can, you're half way there to the **Killing Zone**, a new 3D beat 'em up from Naxat. For any of you who owned a PC Engine or a Megadrive will remember Naxat as the company behind the great Gothic-esque Pinball game, Devil Crush (or Dragon's Fury in the UK). This could be a game to watch out for if Naxat's previous titles are anything to go by. **Ranma Nibunoichi** makes its 32-bit debut courtesy of Shogakukan. Anybody who is a fan of the anime or the Super NES games, will be sure to watch with great interest as their favourite characters like Shampoo and Ryoga are reincarnated into polygon form. **Team 47 GOMAN** (Coconut Entertainment), **Mega Tudo 2096** (Banpresto), and **ZXE-D** (Bandai) all feature massive robots battling it out for some reason

or other, with the most promising being Mega Tudo 2096. How these new games will face up to the games from the mighty trio of Namco, Capcom, and SNK remains to be seen.

A SENSE OF DEJA VU

Nostalgia is another big seller in Japan, hence the success of the Namco Museums and the Konami shooting game deluxe packs. Taking a flying leap onto the bandwagon is the Irem Classics pack. **MAXIMUM** is gagging for a Capcom compilation. Black Tiger, Bionic Commando, Strider, Bomb Jack...



Street Fighter Alpha 2... Confirmed!

There was a time when Capcom left their arcade games in the arcades for many months before even attempting to translate them onto the home systems. Such was the case with the first batch of Street Fighter 2 games and X-Men. With Street Fighter Alpha and its sequel, Capcom have announced home versions at *exactly* the same time as the coin-op arrives in the UK. Strange behaviour, you might think, but at least it shows that Capcom are willing to keep their home games up to date.



2. Street Fighter Alpha 2 (Capcom)

No sooner do Capcom release the coin-op, they're hyping up the forthcoming home version. SFA2 (witness the **MAXIMUM** coverage on page 56) is now a definite fourth-quarter 1996 release, and once again, Capcom are aiming for a 100% complete translation.

GREAT START, NOW GO FOR THE LEAD!

No, there isn't another Ridge Racer but the waves of racing games that were on display at the Expo will surely be enough for the potential Damon Hill. The Expo had the usual Ridge Racer pretenders but three games stood out due to their plain weirdness. **Gallop Racer** by Tecmo has to be the most strangest racing title to date. Why? Because the only thing the player will be staring at isn't the back of a sports car or a futuristic hover craft, but a horse's backside. Yes, Gallop Racer is a horse-riding simulation (sure to go down well with our own Gary Harrod). With only four corners to a course, this title could be sinking fast....

Speed fever strikes the PlayStation

The sequel to **Motor Toon Grand Prix** is out on the 24th of May, courtesy of SCE. The first game suffered from a poor control method which resulted in the game being unrealistic and handling like a complete piece of cack. If SCE manage to tweak the controls and make it a bit more interesting, it could prove to be a fresh breath of air in the car racing saturated market.

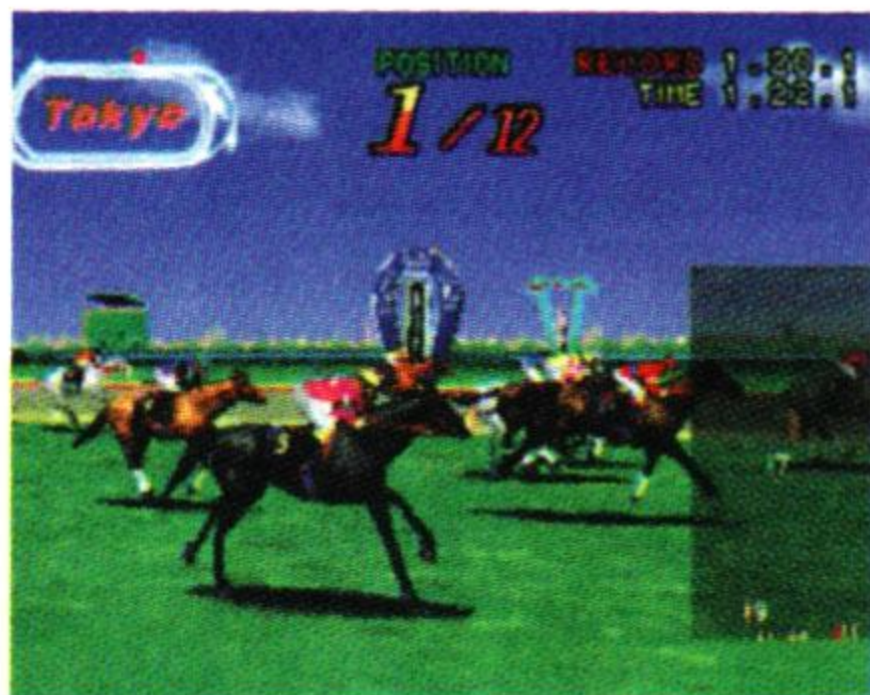
The last of the weird and not quite wonderful racers is **Mach Go Go Go**. Anybody who is about a thousand years old and has lived in Japan will remember the name instantly. The game is based on the tragically animated racing exploits of Speed and his Mach Go. The game must be purely aimed at the nostalgic older players in the Japanese market with maybe some sort of success coming from the US, as Speed Racer, as it was known, had cult status on US MTV a few years back. If the game will ever reach these shores remains to be seen.

Otherwise the fare was very much Ridge Racer-inspired with titles like **Dead Heat** and **Drift King** bearing strong similarities to the Namco game.



IT'S A RACING GAME... LITERALLY.

A vast amount of racing titles debuted at the Expo to the bemusement of assembled delegates. Gallop Racer by Tecmo (right) at least showed some kind of originality. A lot of the titles such as Drift King (far right) stuck to the tested Ridge Racer formula.



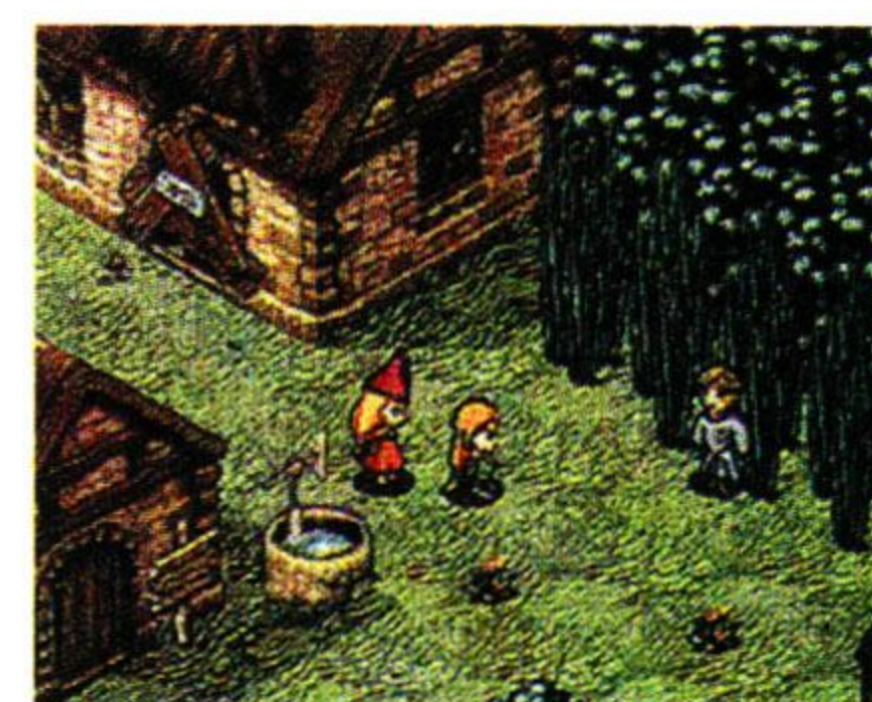
SONY LAUNCH TWO KEY ADVENTURE GAMES!

Sony were keen to reveal some of their latest wares, eager to shake off the reputation they have in Japan for software that lacks a certain quality. The biggest release they have lined-up for the RPG-hungry Japanese fanatics is **Kowloon's Gate** (see the appropriate game focus), but also looking very good indeed is the strangely monikered **Popolocrois**. This is an RPG in the Landstalker style, with an isometric perspective and potentially weeks of game in there.

GO GO GO NAMCO RANGERS!

The shooting games still manage to attract gamers everywhere, even though the genre is the oldest in the videogaming industry. The style of the games varied from company to company, with the older, more established programmers from Namco and Konami producing the most impressive of the batch. Older gamers will be happy to see the return of **Gradius** to the PlayStation. More on Gradius Deluxe in the import round-up but needless to say, any fan of the original will be entertained by this release. It seems that the companies who have been around since the days of the NES and the Master System are joining the trend that Namco started with the release of their Museum collection series. The latest fashion victim is the now-dead Irem. This collection contains some of the most entertaining games of their time and in all, there are three games - Kung Fu, 10 Yard Fight, and Zippy Racer.

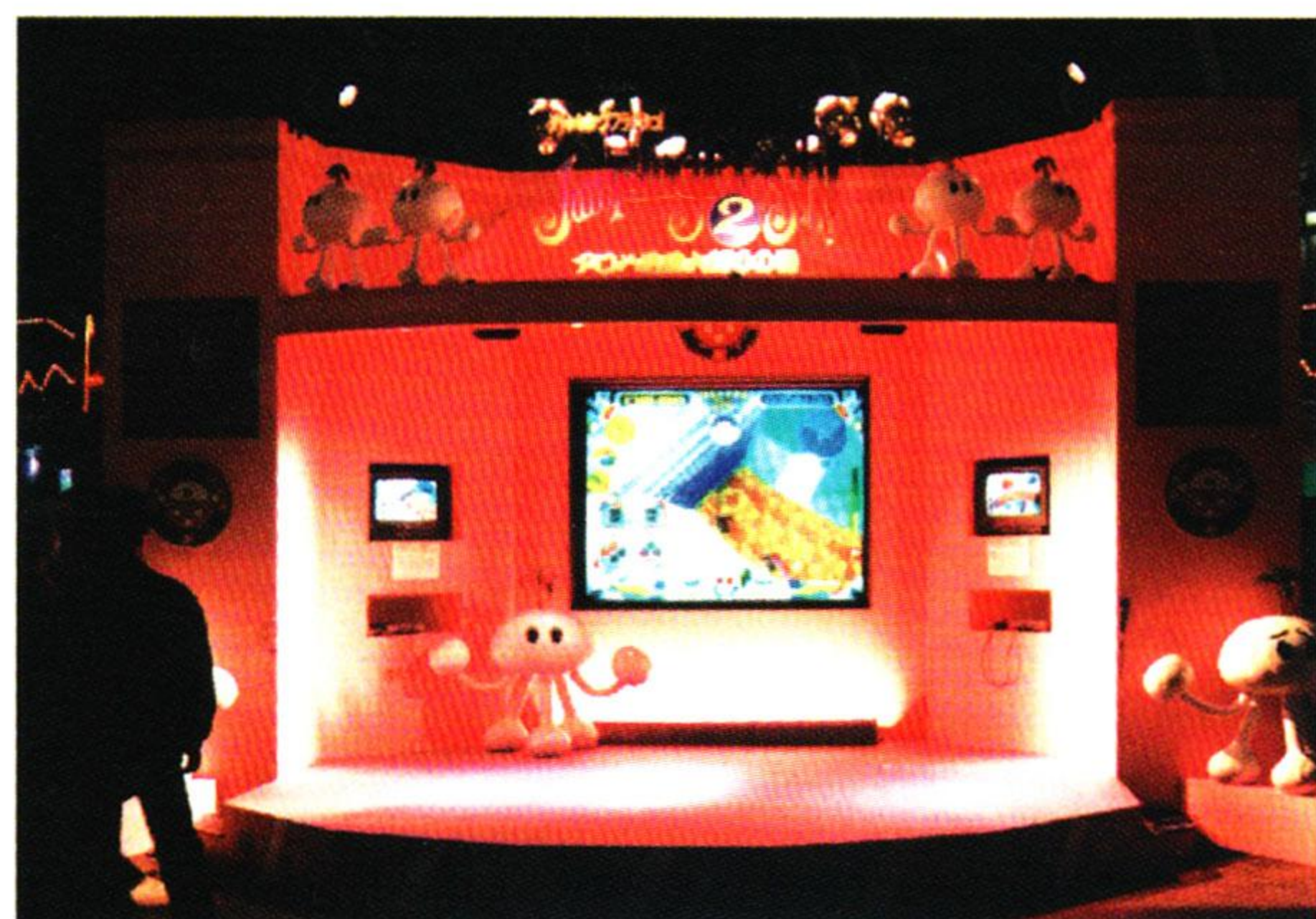
Namco's Galaxian series has been around before the days when Oxford United use to be in the first division and that is a very long time indeed. **Galaxian 3** brings the series bang up to date with texture mapped polygons and simultaneous four-player mayhem, and promises to be a graphically amazing game. Unlike the previous two Galaxians, the game will be in 3D and resembles a more advanced looking StarBlade. The promise of a truly amazing shooting epic is there but will it follow the path of Star Blade and fall flat on its face?



RPGs GAIN MOMENTUM

The Japanese lust for role-playing games continues unabated, and Sony were keen to provide new fixes for this addiction, including Popolocrois (above) and the impressive-looking Kowloon's Gate (see the next page). But the question is, where was Final Fantasy VII? Certainly not at the PlayStation Expo, that's for sure.





Others craving for a more traditional shooter will be happy to know that Media Quest are converting the Neo Geo vertical shooting game, **Sonic Wings**. The two original Sonic Wings were very entertaining due to their fast and straightforward gameplay, and will no doubt go down a storm in Japan as long as MQ gets the conversion right.

We've only seen some CG parts and transforming Valkries during the game but it looks amazing. The quality of the CG is similar to the computer generated graphics seen in the Macross Plus anime series. As for the game, that's an unknown quantity. But rest assured, being Neo Geo fans, **MAXIMUM** will be first to give you the news (good or bad) when the conversion finally surfaces.

The sequel for the heavily criticised **Mobile Suit Gundam** was also on show. The Japanese press has been looking forward to this game with some anticipation, and a majority of the excitement is due to the nostalgic value of the title. If some of the flaws can be fixed, the game could play like the superlative Gun Griffon on the Saturn. On the other hand, it could be something of a gaming debacle...

Another addition to the masses of shooting games was **Space Adventure Cobra**. This game bears more than a passing resemblance

to Fade to Black (also coming to the PlayStation), with the player taking control of a macho-type character in a third-person perspective 3D adventure. Highlights include plenty of blasting action and the opportunity to fly a chopper around a 3D cityscape... If you're after a few pictures of this particular classic in the making, cast your eyes to the bottom of the page, where three rather intriguing pictures showing in-game action await your delectation...



JUMPING FLASH: GREAT!

Although we only gave the first Jumping Flash three stars, we were very impressed by the originality of the product. Hopefully the difficulty level of the game will be tightened up by the time Jumping Flash 2 hits Japanese shelves sometime this month. A full report in MAXIMUM issue #7...



UK games take centre-stage at the SCE stand!

AMERICAN GAMES MAKE THEIR MARK

Quite a few American games made a showing during the Expo with some having their names changed completely. In the past, American games haven't really gone down well with the Japanese gaming public, with the Mortal Kombat series and Killer Instinct bombing badly. But all could change with the arrival of **Alien Trilogy**. The reception the game received was a far cry from those previous games and even excited a number of the Japanese publications, enough for them to run a few pages of coverage. Other games making a showing were the popular **Doom**, **J-League Virtual Stadium 96** (aka FIFA 96), **Lone Soldier**, **ESPN Street Games**, and **Creature Shock**. FIFA '96 is the most likely to have success due to the recent soccer boom in Japan. **YH**



SPACE ADVENTURE COBRA!

Being a Japanese show, you can at least expect some weirdness and Space Adventure Cobra definitely fits into this category! As you can see, the Japanese penchant for plenty of blasting action and near-naked females continues unabated in this intriguing product...



EXPO FOCUS #1: ZERO DIVIDE 2

The original Zero Divide received a mixed reception when released some seven months ago in Japan. Some magazines believed the game to be a great alternative to Tekken while we thought Zoom's first effort was a bit lacking in the gameplay department. The problem with the first Zero Divide lay in the fact that the gameplay was too simple, requiring minimum skills to overcome the myriad of robot opponents. As a result, the game became more of a shake out exercise than a adrenalin pumping, head bashing experience. Another criticism was that the camera changed angles at the most awkward of times and ended some bouts in a sea of frustration. On top of all that, the fighters looked a bit sad after an extensive play testing. So the work was cut out for Zoom when the development of Zero Divide began.....

So has Zoom succeeded in creating a game that can stand side-by side with the almighty Tekken series? It would be wrong to judge a 20% complete version of a game but from what we've seen so far, the game doesn't look to bad.

The game will run at 60 fps, the same speed as Tekken 2 and Virtua Fighter 2. Other graphical improvements include texture mapping on the fighters and individual armour pieces. In the original Zero Divide, the armour (or 'unit' as Zoom calls it) became transparent when the unit was lost from a severe pasting. In the sequel, however, individual parts of the robot's will fall off the body when a certain part of the body receives too much punishment from the opponent. When the unit does fall off, the skeleton of the robot will be exposed. Imagine that running at 60fps... that is sure to be one of the ingredients to make a person dribble profusely. However, what we couldn't discern from the demo was how the gameplay has changed in the sequel...



60 frames per second action in Zero Divide sequel!

BLOCK! I SAID BLOCK!

One of the major criticisms that the Japanese public had with the game was the pretty slow response time of the control method. Zoom is said to have rectified the problem with some degree of confidence as they promoted ZD 2 at the Expo as a very speedy and responsive fighting game. Strong words considering the games that were recently released as such



TWO FIGHTER DEMO

From these pictures it's pretty clear that Zoom are staying in familiar territory for Zero Divide 2. It's still one-on-one and the action remains in a ring, which you can still fall out of. You can even grab onto the edge, just like you did in the first game. Still, it is very early and there's plenty more coding to go.

as Tekken 2 and Vampire. Of course, being fighting game fans, we can't wait to see just what Zoom have got lined up for us. Unfortunately, the game is so far off completion, we aren't likely to see the final version for months yet, but don't worry - we'll have the story as soon as possible. YH

NOT A LOT

Zero Divide 2 is so early on in development that only two characters and two backdrops (plus a rather nice looking logo) have been coded in at the moment. Still, **MAXIMUM** is pleased to bring you the full assortment of frame grabs as handed over at the recent PlayStation Expo. More news soon.



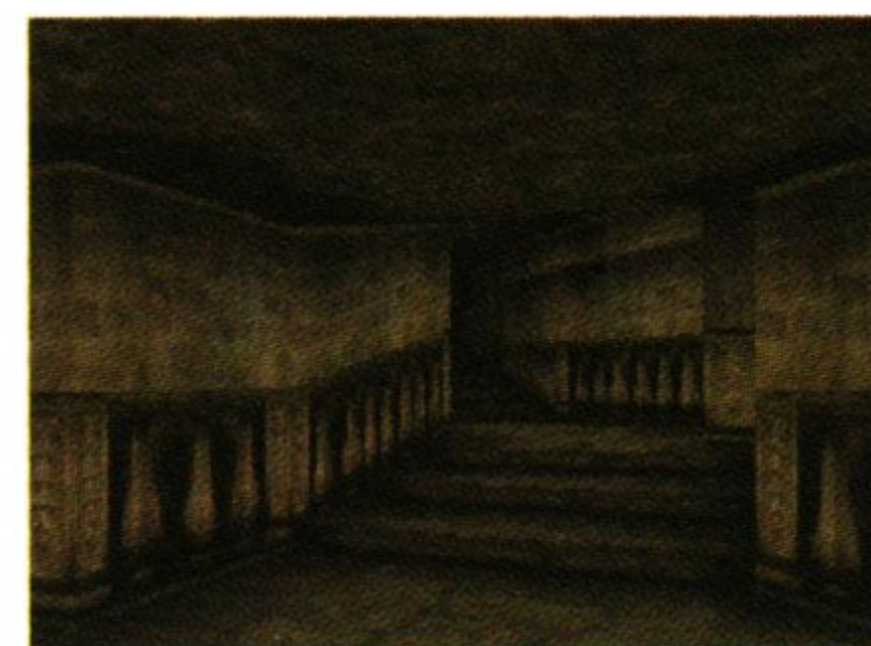


EXPO FOCUS #2: KOWLOON'S GATE



Kowloon's Gate will be a god send for PlayStation RPG/Ridley Scott fans when the game is released in July this year. The game, by Sony, offer impressive and very stylish graphics. The action is viewed in the first person perspective. As you can see from the pictures, the game more than resembles the Ridley Scott film, Blade Runner. Not a bad thing at all. The game contains some of the most strangest and original characters ever devised. The cast range from the likes of Compass Doll, a character who does what it's name suggests and has a big ball compass for a brain, to the toilet monster, a human like being who has melded with toilet tank. Weird but very stylish. Expect coverage of a grand size when this finally appears...

Have Sony made the ultimate RPG with this new game?



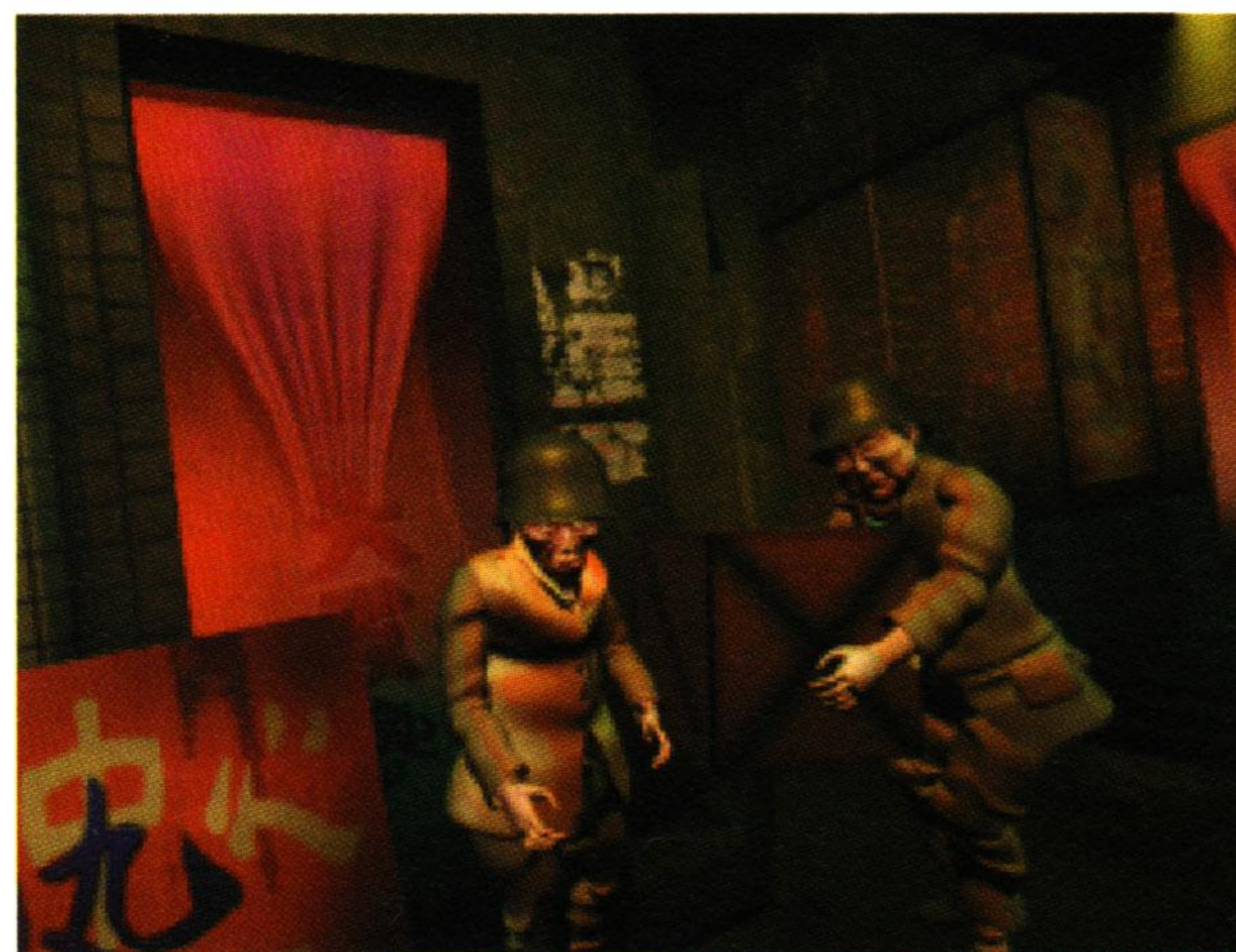
RENDERED 3D ACTION!

Kowloon's Gate has been a long time coming (first shots circulated during September last year), and it's clear why Sony would want to hype up this particular adventure - it looks absolutely incredible.

JACKANORY TIME

"Why am I here?" you ask the three seated strange looking figures. All three are dressed in every day attire with one great exception - a bulky white head gear, that covers its wearer from the base of the neck to the the entire height of the head. Some form of a visor is attached to the front of the wearer's eyes and in turn is connected by cable to a huge computer, bolted to the low ceiling. You realise that this is the door to the Internet, the only way to communicate with anybody in present day Kowloon. In a relaxed voice, one of the Controllers turns to you, and begins to describe the ordeal at hand. "In the legends of Kowloon,

five elements known as the Fusui controlled the well being of the world. But one of the elements have been severely depleted of it's energy, explaining the recent spate of disasters that has happened." He proceeds to show you what would happen when one element disappears entirely. The sight makes you weak, with a sense of doom overcoming your entire being. We do not know which of the elements is in trouble. It could be fire, water, earth, or any of the other five. You must restore them..." With them words the three figures fade into the thin air. YH



As with any RPG, one of the most essential requirements of success is that the player interacts with the various characters that appear during the adventure. Unlike the usual RPG/Adventure game, the entire interaction malarkey takes place in the title's in-game Internet system. Kowloonet, as it is known is where you'll reach most of your allies. Here's a quick run down on the one's you're most likely to encounter:

1. Li Hon

Li Hon is a second hand shop owner and is a chubby man donning clothes last seen in the likes of AD Police. He's the man to see if you require some items.

2. On Miyoji

A mysterious witch doctor with psychic powers. A character that will help you out if you need it.

3. Wei

Looks similar to Jack from Tekken with strings of sausages hanging from the ears. The leader of the Hand Power gang, he knows there's something wrong with Kowloon but is a little apprehensive about helping the player out.

4. Game Kids

He believes he is the best games-player within Kowloon. As result of spending hours in front of the computer, he knows a lot about the Internet. In terms of appearance, his eyes are the most prominent feature - he has dashboard like gauges for eyes.

5. Lich

The master of the local bar and on the initial meeting, he will seem very hostile. Persevere and Lich will become an ally to be reckoned with. You'll know who he is as he is the one who resembles more than a passing resemblance to one Mr Sagat.

6. Shao Hai

Welcome back to reality as we introduce the most normal character of the entire game. She holds several clues as to where you should start your adventure. She is troubled by the recent recurring dream where she meets her older sister.

Besides these 'normal' residents of Kowloon, there are enigmatic beings called the Kowloonet Navigators. There are four of these beings in total and what role they play in the game hasn't been specified yet. Needless to say, they are the more stranger people of the game....

QUAKE RULES!

STOP PRESS INTERVIEW WITH THE QUAKE DEVELOPERS!

Just as this issue of MAXIMUM went to press, we conducted an interview with id software's Jay Wilbur and checked out an 85% complete version of Quake. Let there be no doubt whatsoever: Quake is by far and away the greatest game of 1996. In fact, both Rich and Dan cannot get over just how much of a quantum leap this game is. Forget the DeathMatch test - the version we played is far, far superior to the version you guys have to make do with until the shareware release. For this piece, MAXIMUM would like to extend its thanks to Jay Wilbur for what was by far and away the best part of the recent, very disappointing ECTS Trade Show. Also, thanks to id's Mike Wilson for losing graciously to Dan in the DeathMatch arena.

MAXIMUM spoke to id about recent developments. Interview by Daniel Jevons and Richard Leadbetter.

So what was in the new version that was so cool? Since space is very limited due to the id interview and the full-on pictures, we'll put the new bits in a simple to understand bullet-point form:

1. Awesome New Levels

The new engine looks absolutely incredible with a number of vast, sprawling levels, replete with incredible new textures (some of which are depicted on this page).

2. New Tricks 'n' Traps

For example: a nail gun is illuminated in a darkened room. Run through the door, grab the gun and the door closes. Look up and you can see that the roof is rapidly collapsing. Find that hidden switch immediately!

3. Monster AI is near complete!

The chainsaw-wielding ogres lob grenades at you, Demons leap at you and seek to engulf you. Wizards now float around with fire plasma at you. You can gun them down and they fall on your head!

4. New monsters, including the zombies!

Resident Evil style zombies shamble about and chuck pieces of their decaying flesh at you. Gunning them down with conventional weaponry is useless - they just regenerate after a while and catch up with you later! Only by exploding them with grenades or rockets are you successful. The gore is fantastic. Also, You can use the super-shotgun to repeatedly shoot these guys, juggling them in the air. Other new monsters include the dog (which isn't animated yet) and the tar-baby, which crawls along walls, floors and the ceiling (dropping on your head if you're not careful).

5. All-new Internet code

Playing over the Internet will be a lot quicker due to improved code: expect response time twice as fast as the current DeathMatch Test.



HMMM... WHAT'S THIS?

Would you believe it, new screenshots? These levels give you far more of an indication about just how powerful the 3D engine is. The claustrophobic DeathMatch test levels (which won't appear in the shareware or final versions) aren't a patch on these babies...

The MAXIMUM id inquisition begins here!

Here it is, in all its glory: the full-on MAXIMUM id inquisition, also attended by our colleagues and fellow Quake fans over at our sister publication, CVG.

MAXIMUM Quake was originally supposed to be about a man running about with a hammer,

Thor-style, right? So what happened?

id The game really leverages a lot on Doom's gameplay, stuff that we found has been extremely successful... You probably heard about the hammer and all that other shit, well we originally developed it like that. We actually implemented

it and found that it wasn't really that much fun. So we fell back and basically implemented a Doom-style game with the most awesome technology we could develop.

MAXIMUM Are there going to be no close-range weapons at all?

id There's probably going to be one. When you run out of ammo, you flip your gun over and use the butt to smack your enemies in the head. It's called fondly the "butt stroke"!

MAXIMUM Are you sticking to the basic principle of three episodes each with nine levels?

id Yes, there'll be three episodes, but both the shareware and the registered version will have a number of DeathMatch-only levels, different games like Soccer, Capture the Flag... Soccer will be fun.

MAXIMUM Soccer?

id Yeah, two holes at the end of a big arena with a head in the middle! We're working on it - no promises on that one. Capture the Flag and Hide and Seek will be real easy... Team play is already built-in.

MAXIMUM What about Internet play?

id We're really concentrated on the networking side of things and with the DeathMatch test we put out we've learned a lot of things that'll make the end product a whole lot better. We've been in games where we've had over 16 people on the Internet. There have been certain problems, but we've had eight people working at speed on an intercontinental game.

MAXIMUM Are there going to be any more DeathMatch tests?

id Our DeathMatch testing is over. Now we're working on getting the whole thing together.

MAXIMUM Did you get a lot of response to the test?

id Yeah we did. We learned an awful lot.

MAXIMUM What sort of things?

id How to make 16 players work over the net - stuff like that.

MAXIMUM What sort of machine do you need to run Quake a reasonable speed?

id The target is to run at a good 20+ frames a second on a base Pentium box in low-res.

MAXIMUM So the lowest platform isn't a 486DX2/66 any more?

id We're finding it more and more difficult to support the DX with the sort of stuff we want to get in there. I'm not saying it won't happen, but we'll just have to wait.

MAXIMUM Are you going to make any changes to the





underwater sections of the game?

id The underwater stuff is cool. We've got it so that you can't just exist underwater. You can swim, and point in the direction you want to go and go there. But if you stay in the water too long you'll drown. You'll actually start going like this (cue choking sounds). Make it to the top of the water and it's like (cue sounds of deep breaths of relief).

MAXIMUM How's the sound working out?

id Just about all the sounds are set now, with the exception of one. When you jump into the lava it sounds like someone's pinching your ass, sort of "ooh! ooh!"

MAXIMUM And these are the sounds that you got Trent Reznor of Nine Inch Nails to do?

id Yeah.

MAXIMUM How did this collaboration come about?

id Mutual fandom really. We're big fans of theirs and they're big fans of ours.

MAXIMUM Are there going to be any ambient sounds in the background?

We're working on that right now - it'll depend on where you are. For example, if you're walking next to a big machine, you'll get the... (cue impression of a big machine). There are certain limitations on the shareware version though. We've got to



conscious of size so we're aiming to pack in as much potent gameplay as we can. We've had to let go of a few of the frills so the average Joe on the Net will be able to download it.

MAXIMUM Are there going to be no "action" buttons for opening doors and suchlike?

id Probably not, no. It will all be automatic.

MAXIMUM What about the new weapons then?

id Right now we've got six in place [the ones seen in the DeathMatch test and detailed in this month's close-up]. We've got space for two more but right now we're not sure about what's going to go in. We're throwing all sorts of ideas around.

MAXIMUM The monsters don't seem to explode if you hit them with the rocket launcher...

id You mean when you jib 'em? Zombies explode with the grenade launcher or rocket launcher, and we're working on the others.

MAXIMUM Is the SuperJump cheat from the DeathMatch test going to make its way into the final version?

id We're looking at an artefact - like say, the boots. We'll have SuperJump and probably some kind of breathing bubble amongst some other stuff.

MAXIMUM Any magic?

id We're looking into it.

IT'S A MONSTER!

Having now seen the monsters in action in a near finished state, we can create some near-final-style screenshots from the Internet hacks. The ogre (far left) wields a chainsaw and a grenade launcher, and you can see the plasma build up on the wizard as he fires (left).

MAXIMUM Is the finished version going to retain this console front-end or will there be the usual menus?

id Both. It'll have easy-to-use menus and the console for the power-users.

CVG We would like to know the story, please?

id We'll get back to you on that one. When you think about it a bad game with a good story is still a bad game.

MAXIMUM So if you want a plot, read a book?

id Exactly. Or go to the movies. A good game with a bad story is still a good game. A good game with a good story has a bigger development team!

MAXIMUM So many people have cloned Doom - what do you think of these games?

id Some of them are good, some aren't so good. Dark Forces was really good, we really enjoyed Dark Forces. We really enjoyed Duke Nukem too, that was a lot of fun. There were a bunch of them that didn't quite hang out. Terminator [Future Shock] was one of them - that wasn't quite right.

MAXIMUM Hexen was cool...

id Hexen was good, but I'm kind of biased there. We went from playing Doom to DeathMatch Doom to Hexen, but now at the office we're exclusively Quake.



MAXIMUM How's work progressing on the Nintendo 64 version of Doom?

id Really well - Williams are handling it. The guys over at Nintendo have said that it's one of the best third party development efforts they've seen yet.

MAXIMUM Have you been following the work in progress closely?

id Well, it's kind of hard with Nintendo 64. There isn't exactly a wealth of development kits, and if you can get one that'll be \$100,000 please.

MAXIMUM So in terms of

design, you're just really making it up as you go along really, aren't you?

id It's all gameplay. We have an idea and we implement it. If it works, great. If it sucks, it's gone.

MAXIMUM How far into completion is this new version?

id We're probably about 85% of the way there now... with about another 85% to go. We're still on target for the official release date which is "when it's finished".

MAXIMUM Thanks.



SHOCKING!

The Tar-Baby (above) will drop on your head and seek to engulf you in the final version. The Shamblers (left) slice you with their claws and blast you with lightning (far left). At close range, lightning travels right through your (or another monster's) back! Awesome.

"We're probably about 85% of the way there now... with about another 85% to go."

IT'S 'DAYCLONA USA'!

BURNING ROAD

TAKE THREE OF THE MOST POPULAR ROAD RACERS OF ALL-TIME, RIP OUT ALL OF THE BEST PARTS AND CONVERT TO PLAYSTATION!

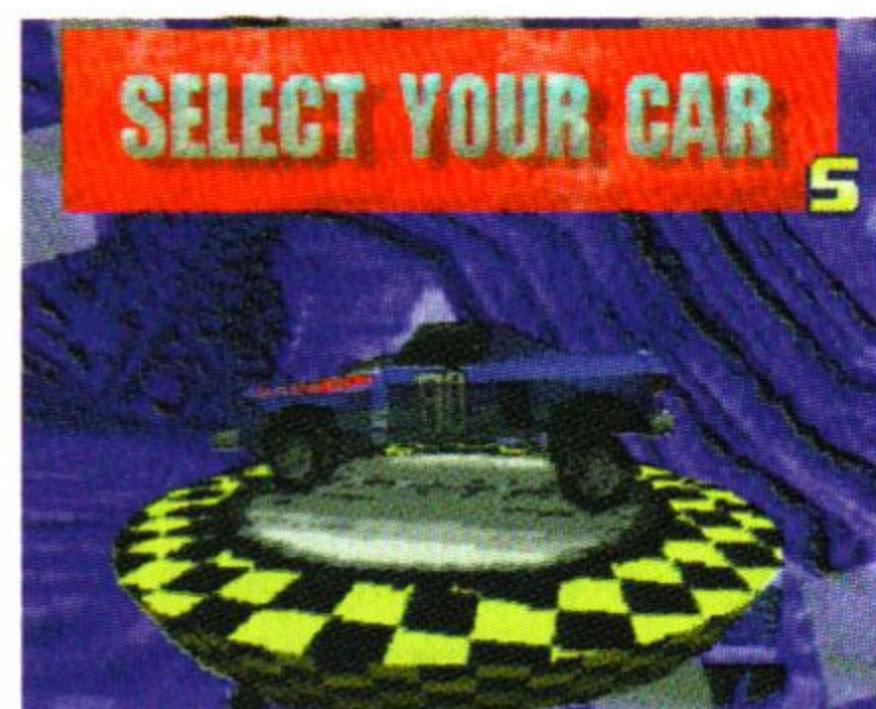
RICHARD LEADBETTER TAKES A LOOK AT THE CHEEKY, BUT EXTREMELY IMPRESSIVE, BURNING ROAD...



PlayStation owners may have access to the hottest Namco road racers, but the commercially more successful Sega wares are gracing the Saturn only... Or so MAXIMUM thought. A new wave of uncanny Sega wannabes are heading for the Sony machine, spearheaded by Funsoft's Burning Road...

Funsoft aren't exactly the most well-known of software companies, but all this is set to change by the end of the year, when two incredible pieces of PlayStation software should be available under their auspices. The first is well-known to MAXIMUM. The awesome King's Field 2 is currently undergoing testing by Sony and should be out as soon as it has cleared this rigorous process (Funsoft also have the option on the incredible King's Field 3).

The second piece of code is a racing game currently going under the production name of Burning Road. And as you can see from the screenshots, the game is an unashamed clone of Daytona USA... only with bits of Sega Rally and Dirt Dash included in the bargain! In fact,



CHECK OUT THOSE FOUR VIEWPOINTS! NOT EXACTLY ORIGINAL, BUT WITH GRAPHICS LIKE THESE, WHO'S COMPLAINING?



VERY FAMILIAR...

1. There's something a tad similar about these four viewpoints. From the chase plane...
2. To the chase car viewpoint.
3. Then you may view the action from the interior of your off-roader
4. Before taking the challenge of the front bumper viewpoint. Here the action is the most intense!

LOOK! THERE'S A HELICOPTER FLYING PAST AND SHOWERING YOU WITH DIRT!

THIS CHOPPER ALSO FOLLOWS YOU THROUGH THE TUNNEL! AWESOME FLYING, MONSIEUR PILOT!



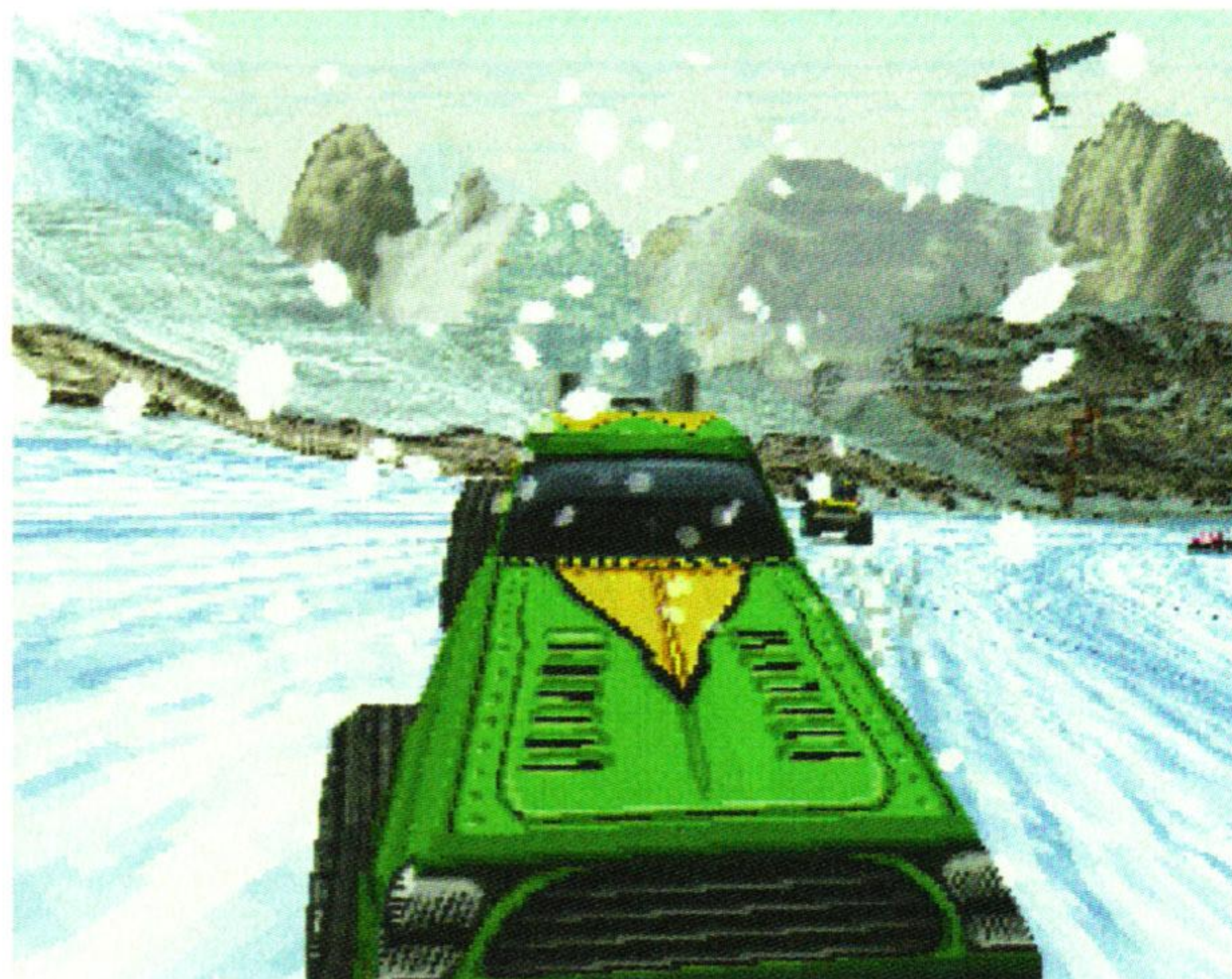
when the software was first presented to us, we were speechless at the resemblance this game has to the appropriate Sega and Namco titles. Comments like "Look! There's a piece of Daytona's advanced track" and "That arch is out of Dirt Dash" along with "That scanner looks a lot like Daytona's" and indeed "That jump's like Sega Rally" quickly proliferated the office.

This could have all descended into a major mish-mash of game styles, but our first opinion is of a game that appears to have included the very best of its coin-op inspirations and looks like being a major release by the time its development cycle is complete.

In many ways, Burning Road is an excellent example of how Daytona USA should have been converted onto console. For a start, the update of the game is superb. Running at 30 frames per second, with absolutely no polygon pop-up problems whatsoever, the overall speed and fluidity

of the game is near coin-op standard, with similar colour schemes and textures to the AM2 coin-op (at least on the first level). A range of viewpoints are also available - the chase and far-off viewpoints are accompanied by in-car and front bumper perspectives. Now, which arcade game has the same views? Hmmmm.

In a clear nod to Dirt Dash, there is a range of vehicles to control. Four have been programmed in at present, ranging from stock cars to hot roads and 4x4s. As you might expect, each has their own peculiar handling characteristics, although they weren't quite as pronounced as we expected in this early version. What was quite amusing was the battle damage the vehicles can take: by the end of the race, your wheels are sometimes virtually falling off the axles, spinning around at quite ludicrous angles. If you're concerned at the hexagonal wheels, we're assured that they'll be a lot more circular by the time the finished game is out.



LET'S GO OFF-ROAD! TAKE TO THE SECOND COURSE WITH MANIC GLEE IN YOUR FOUR BY FOUR MONSTER!

BOUNCE AROUND THE TRACK AND CARVE UP THE OPPOSITION!

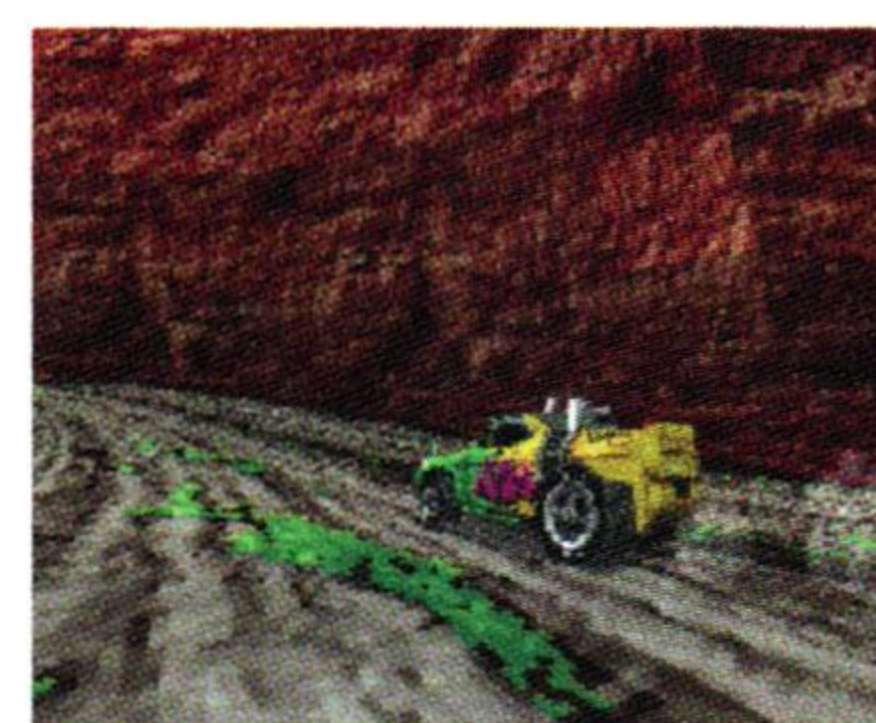


Quite apart from the glorious visuals and the range of vehicles, we were particularly impressed by the control system that Funsoft have used for Burning Road. Obviously the coders have had to steer away from the invisible rails power drift system used in Ridge Racer and its Revolution offspring. Instead, they've opted for a system that's a curious hybrid of Sega Rally and Daytona USA (there's a surprise). Taking corners is very similar indeed to the latter Sega title, whilst the off-road drifting is similar indeed to the former. The result is a driving experience that offers plenty of virtual feedback and is quite apart from the Namco titles.

A total of three tracks are to be included, with a secret course taking the tally up to four (where have we heard that before?). When **MAXIMUM** saw the game, two courses were playable in a very early stage:

1. BEGINNER COURSE

The first course we checked out is a clear homage to the second track in Daytona USA - very similar road and tree textures are very much in evident and even the old the castle walls and the tunnel are there for PlayStation owners to enjoy. This is very much a beginner track - it's not quite as simple to navigate as the braindead oval course in Daytona, but the same principle of having only one dodgy bit to negotiate clearly holds true. This takes shape in a tortuous series of bends towards the end of each lap. There is also a small concession to some off-road racing, with the Daytona-style tarmac giving way to some Rally dirt track action later on.



WE HAVE CONFIRMATION OF A LINK-UP OPTION AND A TOTAL OF FOUR DIFFERENT COURSES!

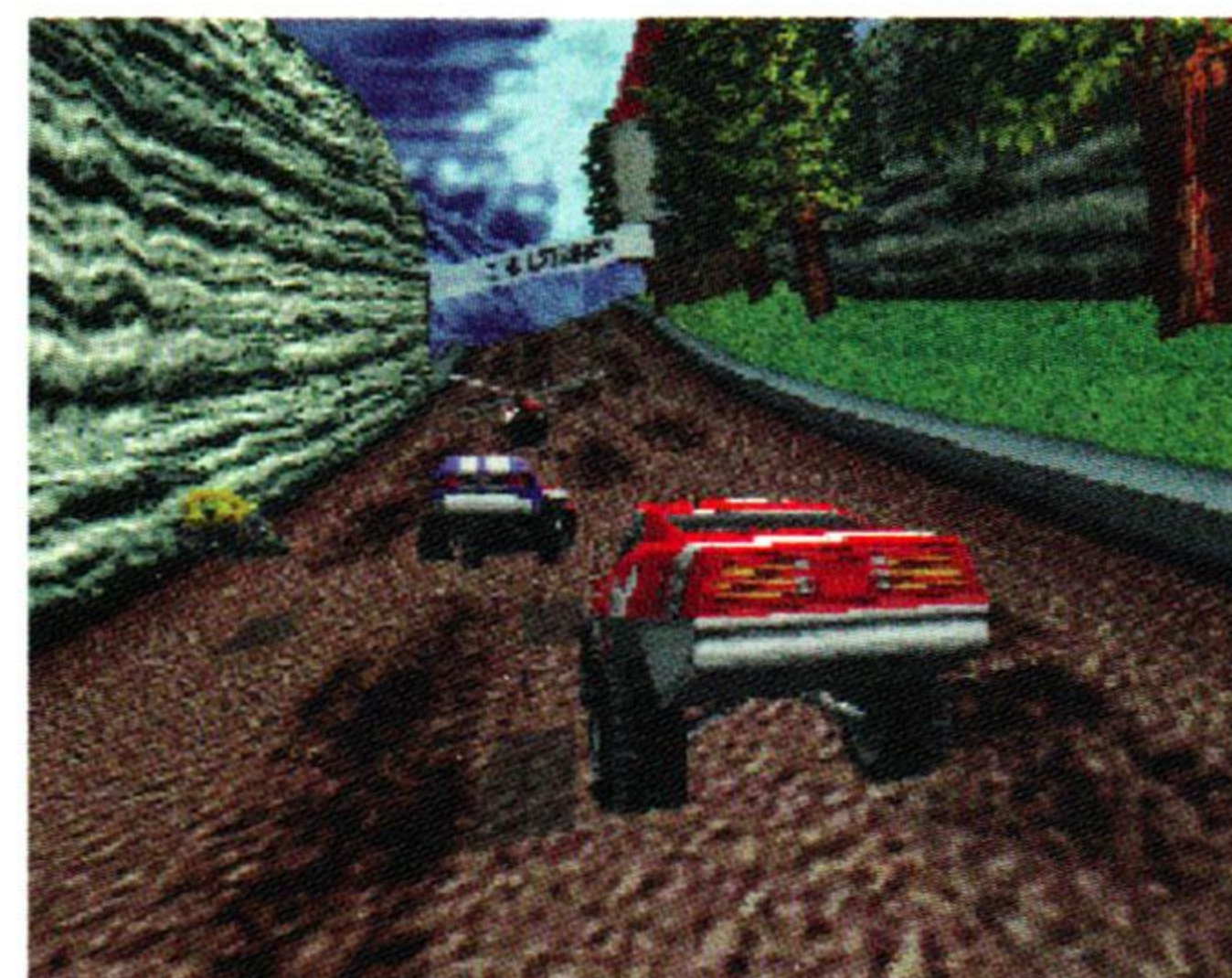
FROM THE BLIZZARDS OF THE ICE CORNER TO THE WINDMILLS OF THE NOVICE TRACK, THIS GAME HAS GOT IT ALL!

2. ADVANCED COURSE

This second track is far, far more impressive than the first course and introduces the off-road elements of the game with a real vengeance. If there's any inspiration derived for this track, it's clearly from Namco's Dirt Dash. The scene is, for the most part, reminiscent of the sunset portion of the aforementioned Namco coin-op, although Funsoft have included a far greater range of off-road action in this particular course. The style of the textured mountains and tracks (which look fantastic, by the way) is also derived from Dirt Dash.

Starting on a frosty section of the road, the action shifts to a full-scale blizzard later on, complete with falling snow which makes conditions most treacherous indeed. Don't worry though, as this section is limited to just one very small section of track (nothing like a bit of super-localised sub-zero conditions, eh?). Finishing off this particular course in another tunnel and a most pleasing wooden bridge to traverse.

Although maybe risky from a legal viewpoint (sorry, but you just can't avoid the similarities to certain coin-ops developed by people who don't like Sony much), it's clear that Funsoft have a potential winner on their hands here. The graphics and gameplay are already shaping up even at this early stage of development, and we reckon that this could well be something of a sleeper hit when it is released in September. Expect a full-on **MAXIMUM** Inquisition with the programmers in the next month or two. **RL**



STAR GLADIATOR... READY!

STAR GLADIATOR

CAPCOM PREPARE TO FOLLOW UP THE SPLENDOR OF RESIDENT EVIL WITH THEIR FIRST ARCADE 3D TITLE!

RICHARD LEADBETTER TAKES A FIRST LOOK AT THE AMALGAMATION OF THREE DIMENSIONS AND CAPCOM'S COMBAT KNOW-HOW...

In December 1995, Capcom acquired the distribution rights to Takara's PlayStation-based coin-op Battle Arena Toshinden II. Much confusion was the order of the day as people wondered why Capcom chose to handle such a lacklustre product. Now the answer is clear - they were testing the market for a 3D fighting game of their own: Star Gladiator.

Although the game was on show at the AOU last month, very little in the way of details have been forthcoming on this game (hence the lack of screenshots in any other magazine, bar **MAXIMUM** and it wasn't shown at all at the American ACME exhibition. However, following on from last month's introductory coverage, **MAXIMUM** is able to expand on what is already known about the game.=

Star Gladiator had an encore appearance at the recent PlayStation Expo (see the news report in this very issue) where it was revealed that the game (like Toshinden II) is running on Capcom's own rendition of the System 11 board. This came as something of a surprise to us, since what we have seen of the game shows a game that is throwing around more polygons than other System 11 fare, with incredible 3D backgrounds and detailed fighters being updated at 30 frames per second.

So what's the game about? As far as we can tell, it's set in the future and features aliens and robots battling it out for supremacy and of course for the title as ultimate Star Gladiator. Although the characters look very original, their moves are pretty much in keeping with other 3D fighting games, although SG features a huge amalgamation of techniques from the likes of Virtua Fighter and Soul Edge. Also, the bone-breaking activities of the Tekken games also make an appearance. However, Star Gladiator's best moves are the ones that look new and exciting - that is, the ones that Capcom have designed themselves. By basing their game on aliens and robots, their imaginations aren't limited to just producing realistic techniques.

Weaponry is included in the game and it usually takes the form of either laser rifles or cutting edge tools - with the latter being accompanied by speed blurs along the lines of Soul Edge. What is worth trying is finishing a round using your weapon - this brings up a massive flash of light - kind of like Street Fighter Alpha (in terms of effect), but using Soul Edge-style pyrotechnics.

In terms of gameplay, the basic system seems to be quite similar to Soul Edge and Toshinden II, although there is an emphasis on sequential button press and floating combination attacks, like Virtua Fighter and its sequel.

FIRST REVEALED AT THE AOU ARCADE SHOW, MAXIMUM HAS FULL DETAILS ON THIS POTENTIAL MEGA GAME!



STAR GLADIATOR USES PLAYSTATION'S 3D POWER!

CHARACTER STUDY

In the version of Star Gladiator revealed at the PlayStation Expo and at the AOU, only six of the characters designed for the finished coin-op were present and correct. Expect more in the final version, but in the meantime, here's a little preview as to what you can expect from the game...

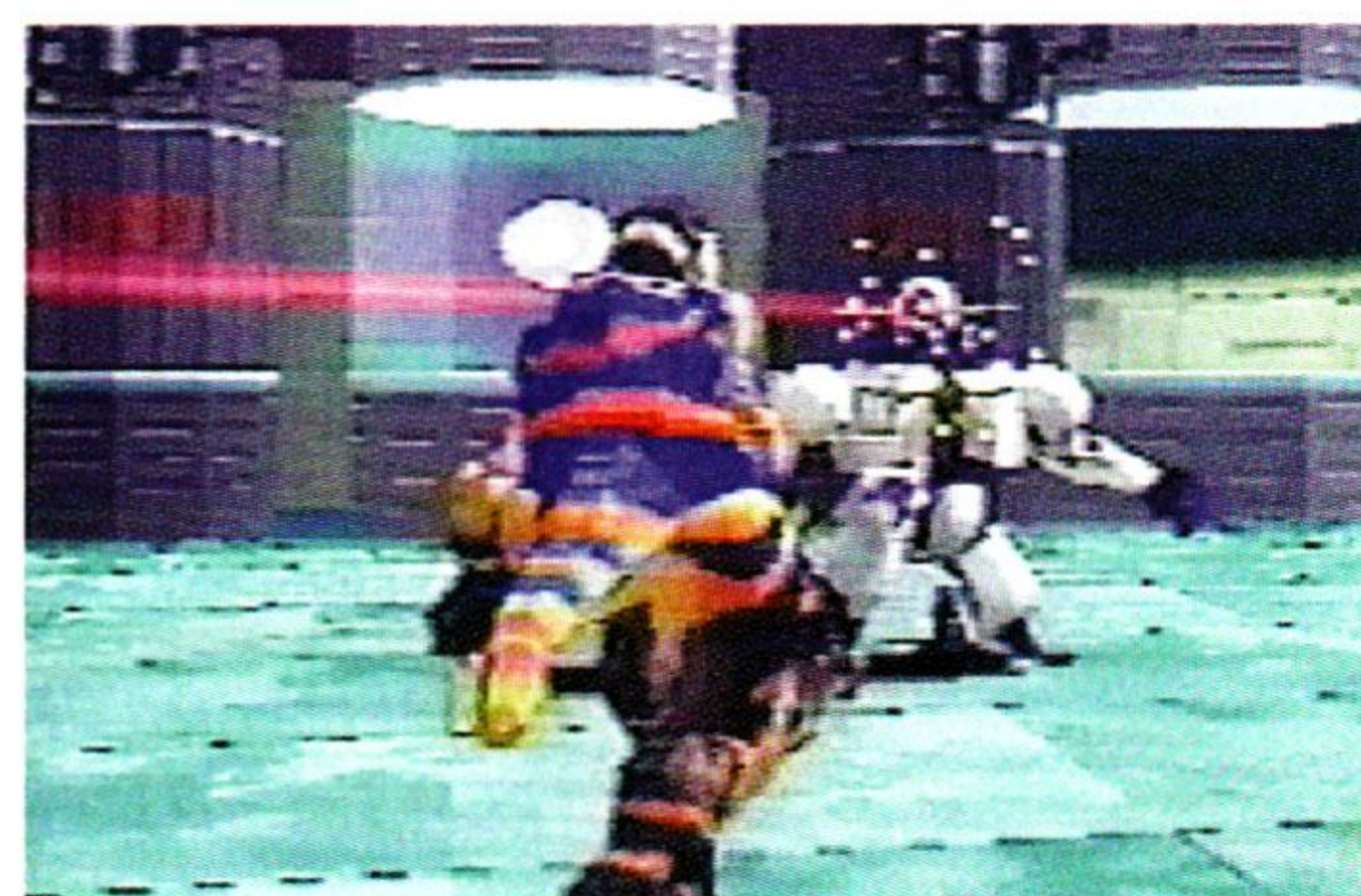
1. Zelkin

Zelkin is a large, bulky alien creature, armed with a small pair of wings, which as you can imagine results in many aerial attacks. In fact, when armed, his flying leads into one of the most stunning specials in the game. Decking his foe, Zelkin flies up into the air, spins around for a time building up speed before plunging his sword into his opponent on the descent. Marvellous.



WEAPON LORD

As you can see from the pictures, Capcom have emulated the speed blur effects of the blade-based weaponry in Soul Edge for their debut 3D battler. Non-weapons based combat also features heavily in the game.



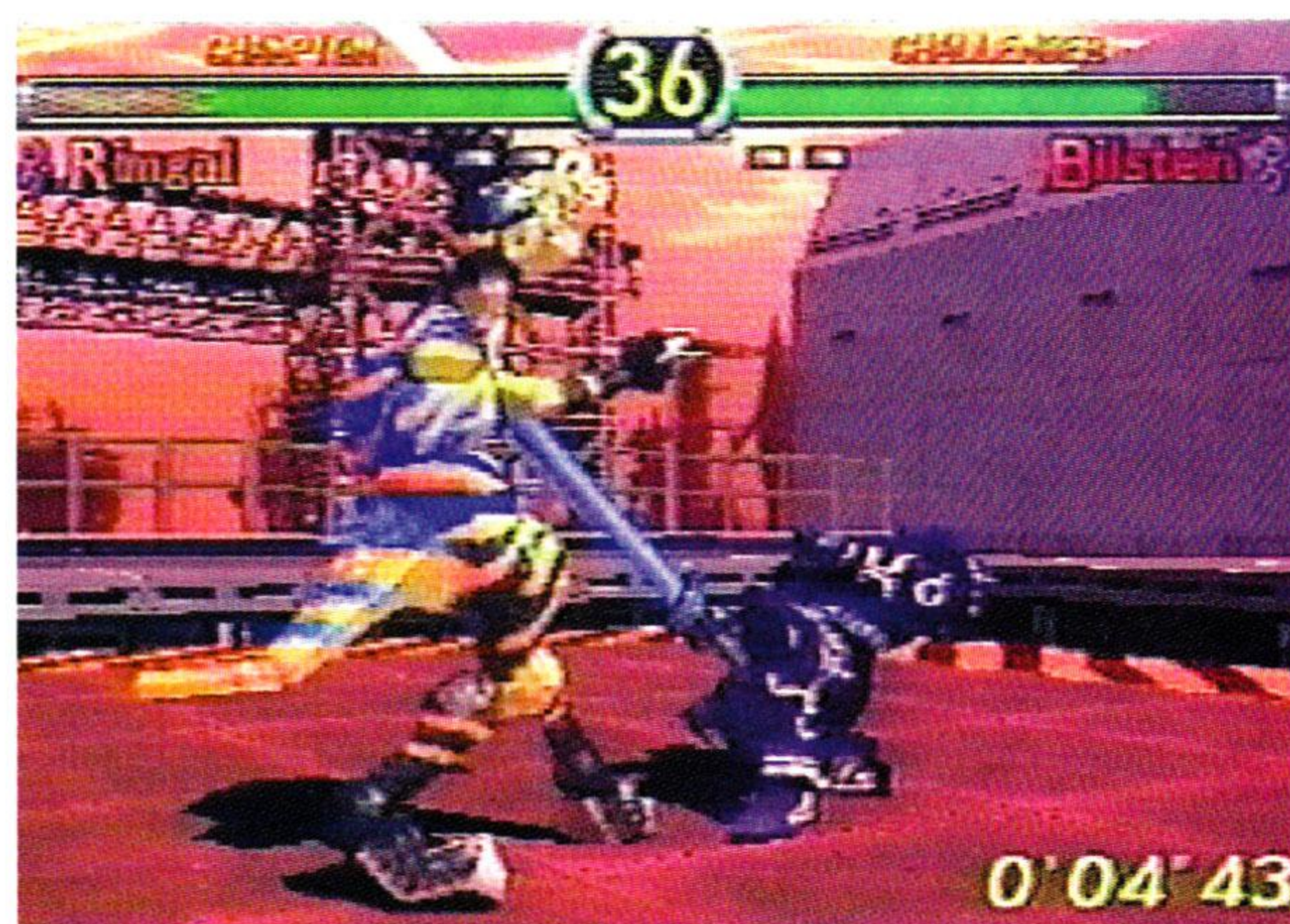
SIX CHARACTERS ARE REVEALED IN THE PREPRODUCTION ARCADE MACHINE SHOWN IN RECENT JAPANESE TRADE SHOWS!

JAPANESE GIANT CAPCOM TAKE ON NAMCO AT THEIR OWN GAME!



2. Bilstein

This tall, blue-armoured robot has an obscene skill at his disposal, he can vanish in front of your eyes! This can cause problems, but his invisibility doesn't extend to any weapons he carries, meaning that you can see him that way if he's armed. In this early version of the game, Bilstein is also possessed of some psycho-kinetic powers which enable him to throw an opponent at range. He can also use these powers on himself, allowing him to float around his opponents.



3. Rimgal

A large otherworldly reptile, Rimgal is possessed of some pretty incredible specials. When he throws an opponent, he does it by grasping his opponent between his jaws and swinging them around. Other techniques of his include fiery breath, which he can use yoga-flame style to toast his opponents. Rimgal has also been known to wield a rather large battle axe, which he can use to bludgeon or slice apart those who face him.

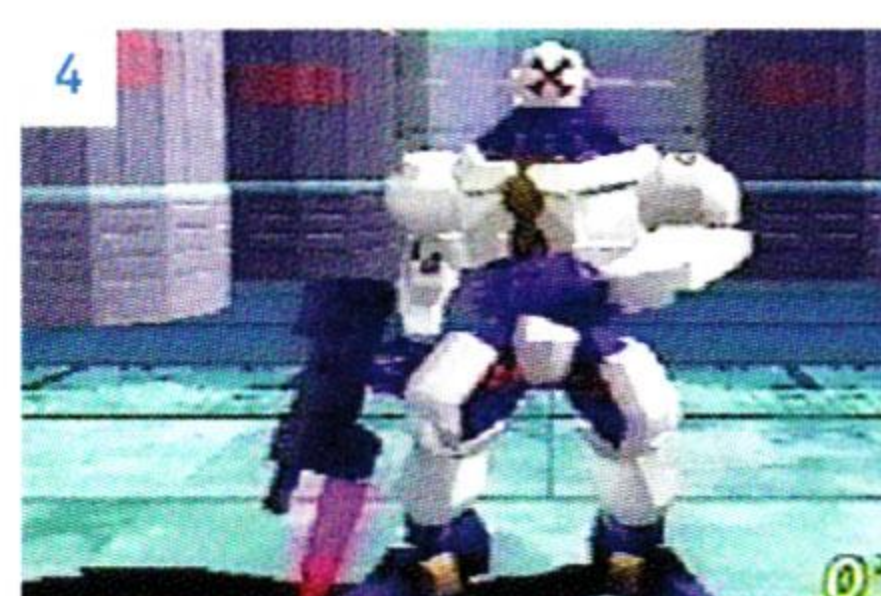
4. Vector

In the demo version of Star Gladiator played by **MAXIMUM**, Vector takes the form of a large, white (or yellow if you're player two) battle droid. Foremost amongst his special moves is the ability to crouch down and fire a concussion beam from his eyes, Cyclops-style. Being a robot, he's capable of some non-human style moves - he can dodge and attack by rotating his torso (and thus move the position of his limbs) around 360 degrees. This also comes to the fore in one of his throws, where he grabs the opponent, lifts him above his head and spins his torso around a few times before unceremoniously dumping his foe on the ground.



EXTREME CLOSE-UP

A variety of excellent camera angles have been included in Star Gladiator to show off the marvellous 3D models for each character in the game. Not the large laser rifle wielded by Vector in picture 4.



5. Gamof

A large, stubby brown (or black, if you're in his "away strip") robot, Gamof is another robot that specialises in spinning torso attacks, just like Vector. However, Gamof is more of a hands-on style robotic psychotic, and his spinning-torso rendition of Zangief's spinning piledriver looks exceptionally... painful. This spinning lark also enables him to side-step around an opponent and turn to face their back in record speeds. Wields a battle axe with much skill.



6. Gore

A mysterious alien fighter whose head resembles a large brain, Gore uses a basic sword charged with energy to attack his foes. However, his most amazing technique shows him taking a big breath of air, which causes him to suddenly increase in size. When fully "inflated", Gore is utterly massive, making him even more powerful (if easier to hit). When at his usual size, Gore is characterised by being quite fast, adept at dodging clumsy attacks. He's also keen on impaling his foes with his sword and draining out life force that way. Pleasant chap...



So, **MAXIMUM** seems to be alone in having viewed and played Star Gladiator, so what's our opinion of the game as it stands? At the present time we are very impressed by what Capcom have managed to achieve with their first attempt at a 3D fighting game. It is by far and away the better game when compared with Toshinden

II and although not as flashy as Soul Edge, the game-play's faster and there's a lot more imagination present in the techniques. It is just a stunning achievement for the PlayStation arcade board to produce visuals of this quality. Whilst the main characters aren't a patch on Soul Edge's (although there are some nice lighting effects), the backgrounds are packed with detail and the game moves at a smoothness and speed that is quite exceptional. So... it would appear that it's hats off to Capcom once again for producing another quality videogame. Expect more coverage on Star Gladiator as the game enters UK arcades. You can be sure that **MAXIMUM** will have yet more exclusive coverage in a soon-to-be-produced issue.



SPINNING TORSO ACTION

The fact that Capcom have chosen aliens and robots for their characters enables them to execute some very imaginative moves, including some bizarre spinning torso techniques and stunning aerial attacks.



IT WAS A TIME OF HEROES...

DUNGEONS & DRAGONS - SHADOWS OVER MYSTARA

CAPCOM HAVE ALSO SPENT TIME FOLLOWING UP THEIR WALKALONG BEAT 'EM UPS.

SUMMONING THE POWER OF SPARTAK, DAVID HODGSON TROMPS OFF INTO THE UNKNOWN TO FIND OUT MORE...

Continuing the Capcom cavalcade, the Japanese company has released yet another official Dungeons & Dragons licence from TSR (the inventors of the role-playing game itself). Capcom are well renowned for their arcade walkalong slash 'em ups, and this is no exception; as yet another title based on the well-worn Final Fight-based genre has hit selected arcades throughout the United Kingdom. As with the much more lucrative Street Fighter series, Capcom show no signs of halting their myriad of follow-ups, and have furnished us with yet another foray into the worlds of swords and sorcery with another new variation: This time, our lithe and muscular heroes must descend into the mysterious realm of Mystara to halt unspeakable evil (again)...



The game is a very straightforward two-player side-scrolling hack through a multitude of increasingly difficult levels, the like of which has been seen before many times. The gameplay is almost identical to the previous offerings, such as Final Fight (or better still, King of Dragons), but Shadows Over Mystara has a number of extra features that Capcom have added in an attempt to coax arcade goers away from their more popular releases. What was required was a slight development for the previous incarnations that have Capcom spawned in order to halt it from becoming yet another strolling hackathon, and to some extent Capcom have delivered; as the wealth of magic, weapons, hitting combinations and characters make this game stand out from the crowd in the options department. Initially your quest begins with a choice of six battle-hardened warriors, and keeping with the spirit of the original game these are taken from the character classes of the Dungeons & Dragons universe. Choose from the fighter, Wizard, Cleric, Thief, Elf



HACK YOUR WAY THROUGH CUNNING GOBLINS TO FACE HUGE MUSCULAR BEASTS!

THEN WATCH THEM STAGGER WHEN SUBJECTED TO YOUR CHARACTER'S VAST ARRAY OF MAGICAL ATTACKS!

"YOU MUST YIELD, DARK WARRIOR! YIELD I SAY!"



EYE OF THE BEHOLDER

Charging into one of the first entities lead to some unpleasant surprises, as this huge floating eyeball lurched towards us (top). After dodging his destructive eye, we headed for ye olde shoppe to stock up on items and view the attractive serving wench. Well, hello!

and Dwarf, and begin your questing with a variety of strengths and weaknesses dependent on your choice of trooper.

The fighter and Dwarf benefit from a larger energy bars and can reach further with their more damaging weapons, whilst the other characters have other magical abilities to aid them in the ensuing struggle. Of particular note is the magic-user, whose puny fighting ability is more than compensated for by his awesome spell-casting prowess. During the quest, he can, for example, summon the power of a giant fire elemental or create a vast ice storm, and all these summonings show off some

rather spectacular effects in the sprite rotation and colour departments. When engaged in normal combat, your character has the normal array of attacks (the hack), a diving slide, a jump and a special hyper-attack (by pressing both hack and jump buttons at the same time) very reminiscent of a certain Final Fight mayor. More complicated combination attacks are also available (and even some floating attacks), but these are reserved for the sadder members of the arcade brethren who decide to master this title rather than Alpha 2...

Capcom have saved their special attacks for the third and fourth buttons. The first brings up an on-screen inventory of small boxes that circle your character, and from these you may choose whichever attack suits you. The fighter may, for example, change weapons or equip himself with throwing axes or darts, whilst the magic user can shuffle through his spell book collection before plucking out a particularly destructive incantation. All these add substantially to the playing experience and make your encounters with enemies all the more frantic, especially when your quest is nearing completion. Finally, your character may spend any money they collect at one of the many weapons stores that appear after a



CHIMERA BATTLE ATTACK!

Later in our epic quest, we challenged a huge winged monster to some one-on-one beatings (above). Note the impact marks and the fact that some attacks may be linked together for some truly inspired blood-letting. A hacking frenzy that just goes on and on!



CHOOSE YOUR CHARACTER!

1. First we have the Magician; fantastic spell casting but limited health and combat power.
2. The Dwarf simply hacks and has an iron constitution.
3. The Elf can summon magic too, but from a different plane of power.
4. One of the finest characters has to be the Fighter. Gruff and fierce!



A CHOICE OF SIX HEROES!

5. The last two heroes for hire include the frankly mediocre Thief.
6. Last on the list is the Cleric, complete with mace and healing spells. You can even call your character whatever you wish.

level is completed. More exciting still is the possibility of typing a name in for your character, a prospect that filled the entire **MAXIMUM** team with immense excitement, oh yes indeed.

Once your adventure is underway, you encounter a variety of entities from the Dungeons & Dungeons universe; ranging from lowly Goblins and Gnolls to the fearsome undead Ghouls and even more fearsome creatures such as the Beholder (a hideous floating monstrosity with one hypnotic eye) and Manticore. All these foes are well (but never superbly) animated, but many move at lightning speeds and feature a variety of novel and interesting fighting styles. At various stages throughout the game, the main evil chappie (a hideous Dark Elf with immense power) pops up to warn the players of their impending doom before performing the foulest of deeds and wading through both players' defences and throttling them. Then he disappears, only to re-materialise again further into the proceedings.

So, aside from the monstrous entities to dispatch, the many glittering items to pick up and your character advancement, what is the game actually like to play? **MAXIMUM** came away distinctly unimpressed after an hour or two at the controls. The basic prob-



A MIX OF MAGIC AND MIGHTY PHYSICAL STRENGTH IS NEEDED TO OVERCOME THE HORDES OF EVIL!

SHADOWS OVER MYSTARA IS A GREAT-LOOKING GAME MARRED ONLY BY REPETITIVE GAMEPLAY. YOU WON'T FINISH THIS IN A HURRY!



lem is that we've seen this all before, and despite the lavish attempts to hide the gameplay under a blanket of special attacks and ferocious beasts, the 'fun' is limited to the somewhat archaic 'walk along and hack' approach with the aforementioned specials leading to amusing delays where the fighter waits to hack whilst the magician summons his spells. This delay soon becomes rather tiresome for the fighter, who can spend large periods of time attempting to slash at a foe whilst more and more magic is deployed. Despite the variety of routes you can take through the 20 levels, the action is painfully familiar, and won't hold your enjoyment for more than half an hour or so.

Another problem is the way that this title introduces you to the game mechanics, which generally entails you losing a couple of quid finding out exactly how the initially complicated magical system works, but once you've figured this out, the many spells become invaluable. Those fans of the 2D scroller are likely to be very excited, but everyone else should give this (accomplished but ultimately laborious) slashing frenzy a couple of credits before wandering off to join the queue behind the Street Fighter Alpha 2 machine. **DH**

MORE 2D ON THE WAY ...

Capcom hit the PlayStation and Arcade with even more of a vengeance with a couple of similar games. The first is Dynasty Wars, the long awaited 2D hackathon, but with distinctly feudal overtones. Rather reminiscent of SNK's Sengoku titles, this features katana-wielding samurai warriors, but entirely in the Japanese setting. Yes, you too can ride horses, run enemies through with lances and inflict horrendous disembowelling punishments to those too close to your galloping steed. Expect gameplay identical to Final Fight, but nothing really new (especially when you've experienced the delights of the Neo Geo offering).

Over in arcades across Japan and America, Mega Man The Power Battle is gearing up for this country, but expect it nestling quietly in a darkened corner somewhere, as the game features little excitement when you realise that the hero has no platforms to leap across; only a number of tiresome bosses to eradicate. The gameplay is very lacklustre despite the pleasant graphical excesses, but the ease of the game itself and the omission of any variety put pay to any **MAXIMUM** recommendation. A good way to spend half an hour (and a couple of quid), but nothing more.



SUMMON ELEMENTALS!

7. The magician's spell list is somewhat vast, and as you progress, you encounter items and power ups to strengthen your attacks. Summon the spirit of water to strike down your foes.
8. Or if you prefer, you could try a spot of Fire Elemental summoning. This particular attack has to be one of the game's most stunning attacks, and you can see.



NOBODY CAN STOP THE FIGHT

THE PATH OF THE WARRIOR - ART OF FIGHTING 3

THE LATEST SNK FIGHTING EXTRAVAGANZA SEES THE RETURN OF RYO AND ROBERT IN ART OF FIGHTING 3.

USING MOTION CAPTURE FOR THE FIRST TIME IN A NEO GEO GAME WE SEND FIGHT FANATIC YAS HUNTER TO INVESTIGATE ON YOUR BEHALF...

The Art of Fighting series rank alongside the likes of Samurai Spirits, Fatal Fury and King of Fighters as the games that helped establish SNK as one of the top beat 'em up merchants. And of late, the all of these classic series have had sequels that greatly improved the series to no end - just check out the likes of King of Fighters '95 and Fatal Fury Real Bout. So naturally we had great expectations for the third instalment of the Art of Fighting games. Did the game live up to our expectations? Would the unquenchable thirst that Neo Geo fans and arcade goers have for 2D beat 'em ups be temporarily quenched? Read on and find out...

The plots of the Art of Fighting series are based around the main characters Ryo Sakazaki and Robert Garcia. The first AoF saw the Kyokugenryu students fight across Southtown to rescue Ryo's little sister, Yuri from the clutches of Mr Big and Mr Karate. The second edition saw the Invincible Dragon and the Mighty Tiger beat the living daylight out of a certain martial arts expert who is wide of trouser: Geese Howard. Art of Fighting 3's story runs around Robert and a new character Fleia. Fleia is Robert's old flame and she has come to find a man named Wyler who used to be friends with her father (who is now dead). Yes, the plot is vague but that is a tradition of the AoF series and the player must find out the missing links in the story by beating other fighters. Of course each character has their own agenda in entering this most recent of SNK's slug fest sequels.

Art of Fighting is the series famous for creating all-time great SNK characters like Ryo, Robert, Takuma, Yuri and King. In KoF '95, no less than six AoF characters were included.

The majority of the characters in AoF 3 are completely new and it has to be said that they

are pretty bland in comparison to the fighters from the previous games. The special moves are not that special and some of the super death blows are completely unamazing. Here's a quick low down on the fighters within Art of Fighting 3.

RYO SAKAZAKI - Not much is to be said for the Invincible Dragon. He's virtually the same as all the previous incarnations with just one exception -



ANY NEW MOVES THEN?

1. Surely Won is the worst character in AoF series. That's all there is to say about him!
2. Ryo's oddly named Thousand Kick Punch is without a doubt the best move in the game. This rapid-fire punch combination lifts your foes into the air and finishes with an uppercut!

THE FULL-ON MAXIMUM ART-OF-FIGHTING-A-THON!

CAN THE MASTERS OF FIGHTING GAMES AT SNK PULL OFF ANOTHER COMBAT GAME SUCCESS IN THE STYLE OF KING OF FIGHTERS?
OR IS THIS JUST ONE SEQUEL TOO MANY FOR BEAT 'EM UP FANS?

no mid-air fireball. You won't really miss it as the other moves are powerful enough to dispatch most challengers. He is in the game to help Yuri find Robert who's disappeared.

ROBERT GARCIA - Robert has had a radical change in the visual department. For his AoF 3 appearance, the pony tailed one has swapped his black shirt and waistcoat for more of a disco Tony Manerio look. His stance during the game wouldn't look out of place if it was in Saturday Night Fever. But gratefully, he has retained his entire repertoire of techniques. His involvement in the plot is that he is helping Fleia search for Wyler. Fascinating eh?

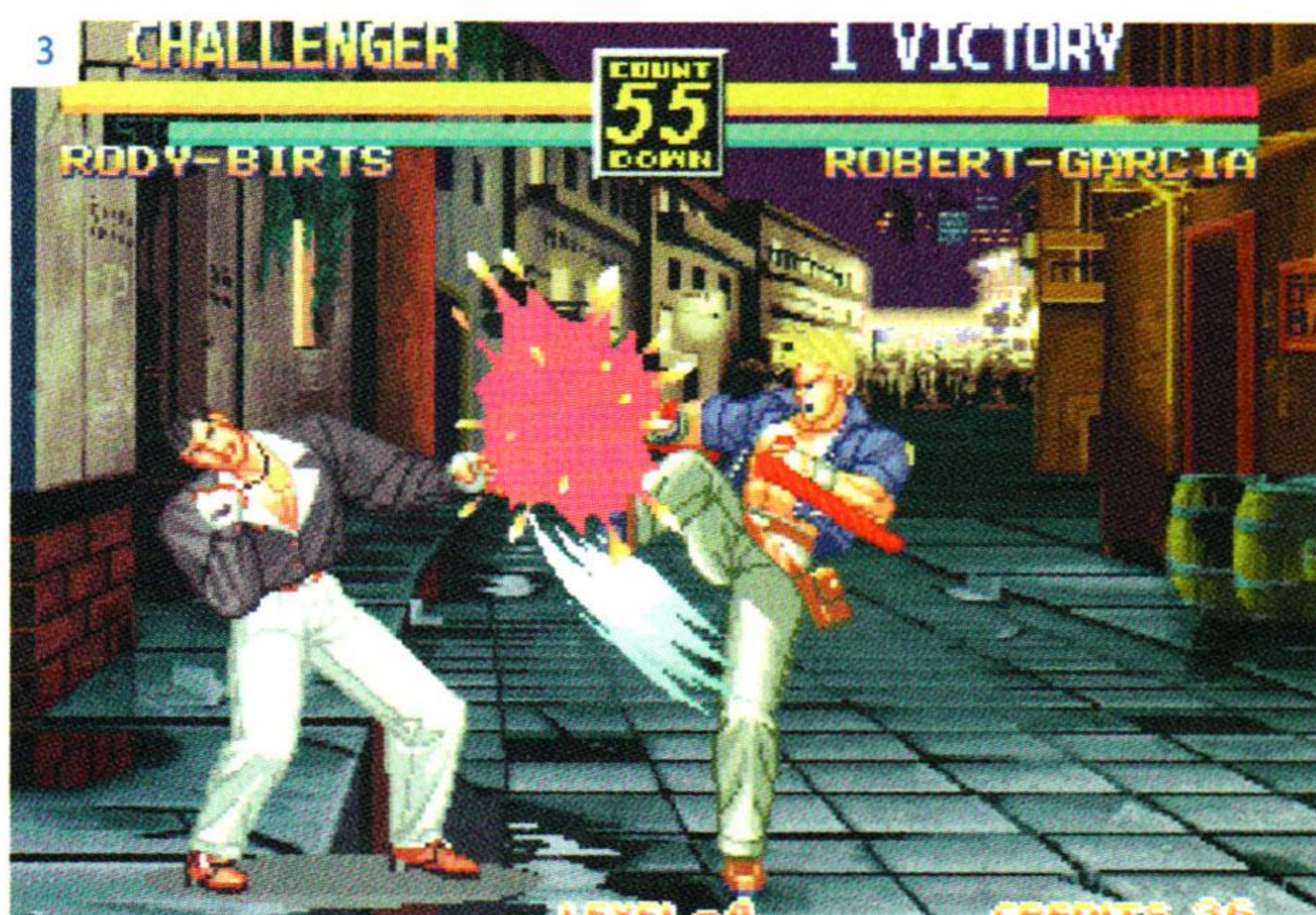
KARMAN COLE - A specialist who has been hired by Robert's father to bring him back home. But with the kind of moves that Karman possesses, it won't be him who will be giving Robert a spanking when they get home. If they ever get home. The way to

describe Karman's fighting style would be that he is very similar to Jo from Gan Gan (Aggressors of Dark Kombat). His attire can only be described as being very similar to a Wimbledon Umpire...

WAN KOHSAN - A pelican by the name of Hoe Hoe was injured by an unknown man and woman who picked on the bird for some reason. Wan happened to be a friend of Hoe Hoe and seeks revenge. Samo Hung is the name that comes to mind regarding this fighter. For anybody who doesn't know who Samo Hung is, he's the fat guy who's always in Jackie Chan films. But unlike the aforementioned incredible martial artist, Wan Koh San is a sad fop. His techniques resembles a windmill in motion. A waste of space? Most definitely. Eiji Kisaragi would have been a better choice.

RODY BARTS - A bounty hunter who is old friends with Lenny Creston. When he hears that a bounty is offered by Weila to bring Fleia to him, Roddy can't resist and becomes involved in AoF 3. His attacks are based around the tonfas that he carries with him.

RENNY CRESTON - A whip yielding freelance journalist. She's in it for



PORTION DELIVERANCE

3. Rody packs a whallop with his nightsticks which he can use to smack his assailants to the floor. Alternatively Rody can knee or kick his enemies and then catch them as they fall with his Revolving Rod attack! This technique sees Rody throwing his nightstick in a boomerang fashion.
4. Ryo sweeps low hoping to knock Won off his feet. Don't forget that you can now attack prone opponents for extra damage. Push the joystick down and press C.

"OVERALL THE GAME WAS DISAPPOINTING AND FAILED ALL EXPECTATIONS WE HAD FOR IT..."

A BIG LETDOWN CONSIDERING THE INNOVATIONS OF PREVIOUS AOF GAMES."



FUHA TO YOU TOO!

The most promising in AoF 3 has to be Jin Fuha. This gigantic wrestling musclehead has the most interesting techniques in the game including fireball reflection and invisibility! The picture above shows Jin launching his Vacuum Beheading sword against the hapless Renny.

reversing the opponent's moves. Any projectile can be reflected back using his shield technique and flying kicks and other normal moves can be turned automatically into a counter a la Geese Howard.

FIRST FOR THE NEO GEO

The motion capture is a new approach to SNK's method of animating sprites. However, for most SNK and Neo Geo fans, the motion captured animation may prove to be a tad obtrusive. Using actors and real models as either the sprite itself or as a method to improve animation doesn't quite work in a 2D fighter. And AoF 3 proves this point to a 'T'. Although not as disastrous as the likes of Primal Rage, AoF 3 doesn't feel like an SNK game. As a result, the timing for combos and special moves has become completely different. This is only a personal quibble and will cease to exist after the initial problem of the new timing and the extra frames of animation have been overcome.

The Ultimate KO rewards an expert as the Ultimate KO can only be performed when the following condition are met. Your spirit bar needs to be full and both you and your opponent's energy must be down to its final section. Then, you must perform the infamous super death blows which require the player to execute some bewildering joystick commands. But once the Ultimate KO has been sealed, the match is won by that one round.

Another feature that is new to the AoF series is the ability to float your opponent as in Tekken and Virtua Fighter. This opens up a whole new area of the game but the floaters become too prominent and once mastered, Art of Fighting 3 starts to resemble the likes of Killer instinct. Oh no! Here's an example. When fighting the CPU, the best tactics to employ are to wait, let the CPU fighter attack, block then counter with a chain of jabs followed by a low hard strike then follow up with a special move like a fireball or a dragon punch. This particular combination can drain a third of the opponent's energy. Not bad, but it's all too easy to perform. The two bosses Wyler (Joe Higashi on steroids) and Sinclair (Miss Sinbad) are easily dispatched with a few countered moves. Some people will criticise and say that the player should attack more often but that is not possible. The enemy counters your move perfectly. Besides, it wouldn't be an AoF if the game didn't require any counter moves. It is also possible to pounce on your opponent just like in the 3D games mentioned. This isn't the first time this has been included in a 2D fighting game - just check out Darkstalkers by Capcom...

Overall, the game was disappointing and failed all expectations that we had for it. The biggest criticism is that the characters are just too plain to stand out. None of us felt for any of the characters and after all, the fighters are mighty important in a combat game. The game may have been a lot better if the residents of Southtown had made a return appearance. Yuri, King, Eiji, J Crawley and Lee would have been a welcome sight. The counter moves just played too much of a part and made the fights pretty much one-sided. Any advanced techniques to discover in this game revolve around how long a player can keep an opponent floating, in true MK or Killer Instinct style. This is a big let-down considering the innovations made in previous Art of Fighting games.

Overall, **MAXIMUM** recommends giving this a game a quick look in the arcades before investing any hard money in the CD version. We can't help but think that you will be as disappointed as we were with this distinctly average title. **YH**

the same reason that her friend Roddy is - to capture Fleia. An average character by SNK's standards. However, she can be quite amusing to play as in the one-player mode.

KASUMI TODO - Remember Todo from the first AoF? Kasumi is the daughter of that ugly-looking man. All that would have been forgiven but she employs the very same techniques as her father, making her a character that is quite easy to overcome. Her special moves are very limited and leaves her open for counter attacks.

JIN FUHA - Probably the best of the new bunch. Fuha Jin comes to the Grass Hill Valley in search of his rival, Eiji Kisaragi. They both learned Ninpo at the same school and after they graduated, Jin trained in the mountains to become stronger than his rival. Jin specialises in fast multiple spin attacks and is a cross between Lee (AoF 1&2), Kisaragi, and Temjin (AoF 2). He is also good at



DIIEEEEEEE!!!

5. Sinclair is able to perform instant castration via the blade of Baldaar!

6. Choose from a fine selection of fighting dulleads including two additional characters that can be found when you move the cursor of either side of the screen.

7. The Kraut Kohl launches a jumping knee kick to the features of the portly Won. Stunning, eh readers?

8. A familiar sight for AoF fanatics is Ryo's incredible Super Tiger Flame Punch. The command is the same as previous games but the fireball travels much faster than ever before.

9. At the time of writing we had no commands for Wyler so proceeded to shake the joypad in every possible combination to see what would happen. Sure enough, we discovered a simple fireball motion produces a Higashi-style Hurricane Upper. Similar in every detail!



TO SUM UP...

We were quite giddy with anticipation when the new Art of Fighting arcade cartridge arrived at the **MAXIMUM** offices. All of us had regarded the two previous incarnations with interest (but never fanaticism), and wanted to view the 'fantastic' motion-captured visuals. Unfortunately, it all went to pot when the play session began. 'Lacklustre' is the best way to describe this mediocre offering, as despite including a number of new features (such as juggling combos where you can hit opponents as they fall), the sheer lack of charismatic characters put paid to any enthusiasm any of us had for this release. Truly appalling music and endings for the fighters didn't help sway this opinion, especially when you compare this release to the current crop of beat 'em ups that are doing the rounds. The previous couple of Neo Geo titles (of Samurai Shodown 3 and Real Bout Fatal Fury) were a pleasure to play, but this is more of a chore. Extremely easy to complete (Sinclair requires a simple double-punch combination to floor her every time, for example) and badly animated stage settings make this one to avoid. The final straw was the disgraceful Wan and shows that the Art of Fighting team are running out of ideas very quickly. We'll be sticking to the second instalments of Tekken and Alpha, thank you very much. **DH**

THE LATEST WARES FROM JAPAN

SOFTWARE FROM THE FAR EAST

ANOTHER BATCH OF 'QUALITY' SOFTWARE LANDS IN OUR LAPS FROM THE LAND OF THE RISING SUN

'MANUAL' DANIEL JEVONS PLUGS IN HIS IMPORT PLAYSTATION AND WADES THROUGH THE LATEST OFFERINGS...

It's all go on the import front this issue, with an abundance of quality titles and several familiar faces finally making their appearance on the PlayStation. This month the holy trinity of Japanese third party developers (Capcom, Namco and Konami) all stamp their authority on Sony's grey box with a veritable explosion of top Japanese wares. Break out the sell-tape and biros you UK PlayStation owners; it's import time again!



Far and away the most played, not to mention discussed, game of the month is Namco's sinew shredding **Tekken 2**. You'll find more about this incredible game in our further Extended Play coverage elsewhere, but needless to say the spectacular range of moves and characters is truly matchless. Whether it has the depth and precision to topple the almighty Virtua Fighter 2, however, remains a matter of intense discussion here at EMAP Towers.

The other giant import title this month arrives courtesy of Capcom, and is of course the chilling, thrilling, zombie brain spilling **Bio Hazard** (Resident Evil in the Western hemisphere). The most atmospheric, intriguing, not to mention downright deviant PlayStation game to date, Bio Hazard is an Alone in the Dark style action/adventure par excellence. For more info see the exhaustive Extended Play elsewhere, but If you can't wait for the official release, **MAXIMUM** recommends purchasing an American import copy, as there is a fair amount of crucial text which is, of course, undecipherable in the Japanese version. Hmmm.



UNSTOPPABLE!

Sales of Tekken 2 on PlayStation have been frankly huge, with importers currently able to charge up to a ton for a copy of this most desired of PlayStation wares. This is closely followed up by the piping Resident Evil, more of which can be read in this issue.

RESIDENT EVIL AND TEKKEN 2 LEAD THE IMPORT ASSAULT!

CAPCOM AND KONAMI RELEASE A DELUGE OF NEW PLAYSTATION PRODUCTS - OUT THIS MONTH!



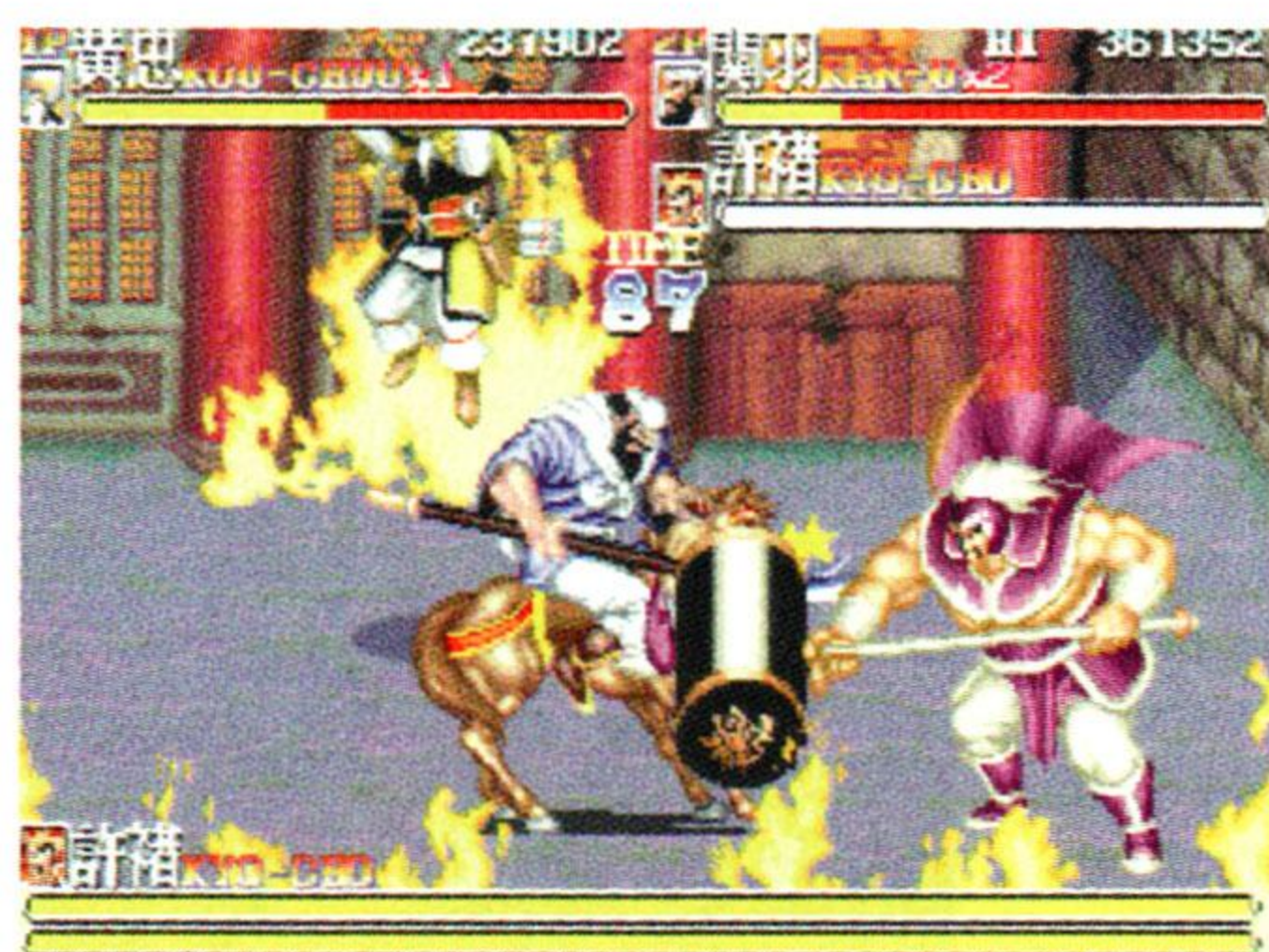
FULL-ON CAPCOM FRENZY

Making up the second part of Capcom's import trio, is the long-delayed **Vampire** (Darkstalkers), the prequel to last month's Vampire Hunters on the Saturn. Featuring a cast of eight inhuman warriors and two (apparently) uncontrollable bosses, Vampire is a Street Fighter style one-on-one beat 'em up with colourful graphics and imaginative moves. As an arcade conversion, it's fairly accurate, though notably lacking both the speed and fluidity of the original (about a third of the frames of animation are missing). As a game however, it is markedly inferior to its sequel, which has been out on the Saturn for some three months now, and playing Vampire only reinforced to us just significant a leap Vampire Hunter really is. Saturn is clearly streets ahead of PlayStation in terms of 2D beat 'em ups at the moment, and we are left wondering just how Sony's dream machine will cope with the memory intensive likes of X-Men and Marvel Super Heroes.

In the same month that innovative titles like Bio Hazard have proved Capcom to be developers capable of exceptional innovation, it comes as something of a surprise to discover that their third import release is none other than a coin-op conversion of their 1991 scrolling beat 'em up Dynasty Wars 2. Apparently the lack of genre examples on the PlayStation coupled with the coin-op's popularity in Japan made it a prime candidate for conversion.

Dynasty Wars 2 is the sequel to Dynasty Wars, a novelty beat 'em up where the action took place with the heroes on horseback.

In Dynasty Wars 2 the horses make a marked return, though this time the player has the option to dismount from their steed and continue the carnage on foot. In the tradition of Final Fight, two players can choose from five different characters and then battle their way through a series of picturesque horizontally scrolling levels, tackling hordes (and we do mean hordes) of enemy minions before the confrontation with the level's boss. There are weapons to utilise, bizarre bonus rounds to master (er, a meat eating competition anyone?) and a wide range of special moves at the player's disposal, including the impressive character specific 'rage' attacks that if used to finish an enemy





results in their bodily dismemberment! Joy!

MAXIMUM has had considerable experience of the arcade original, and can happily report that this is a spot-on conversion right down to the coin-op's finer details (eg. holding up to perform the third strike throw), though whether the repetitive nature of the combat action is to everyone's taste is another matter entirely. However, if you're a scrolling beat 'em up fan it's either this or Hot Blooded Family and we know which one we prefer. Lets hope that the decidedly more exciting Aliens versus Predators is next on the Capcom list of arcade port-overs.



THE SHOCK OF WORLD SOCCER WINNING ELEVEN IS IMMENSE!

NEVER HAVE WE WITNESSED SUCH A BLATANT 'ENHANCEMENT' OF AN ORIGINAL TITLE! THIS IS JUST A TOUCHED-UP J-LEAGUE WINNING ELEVEN!

TRIPLE KONAMI KLASH

Another company with a trio of games out on import this month is Konami, and like Capcom's Dynasty Wars 2, it seems unlikely that any of these titles will ever see the light of day on these shores either.

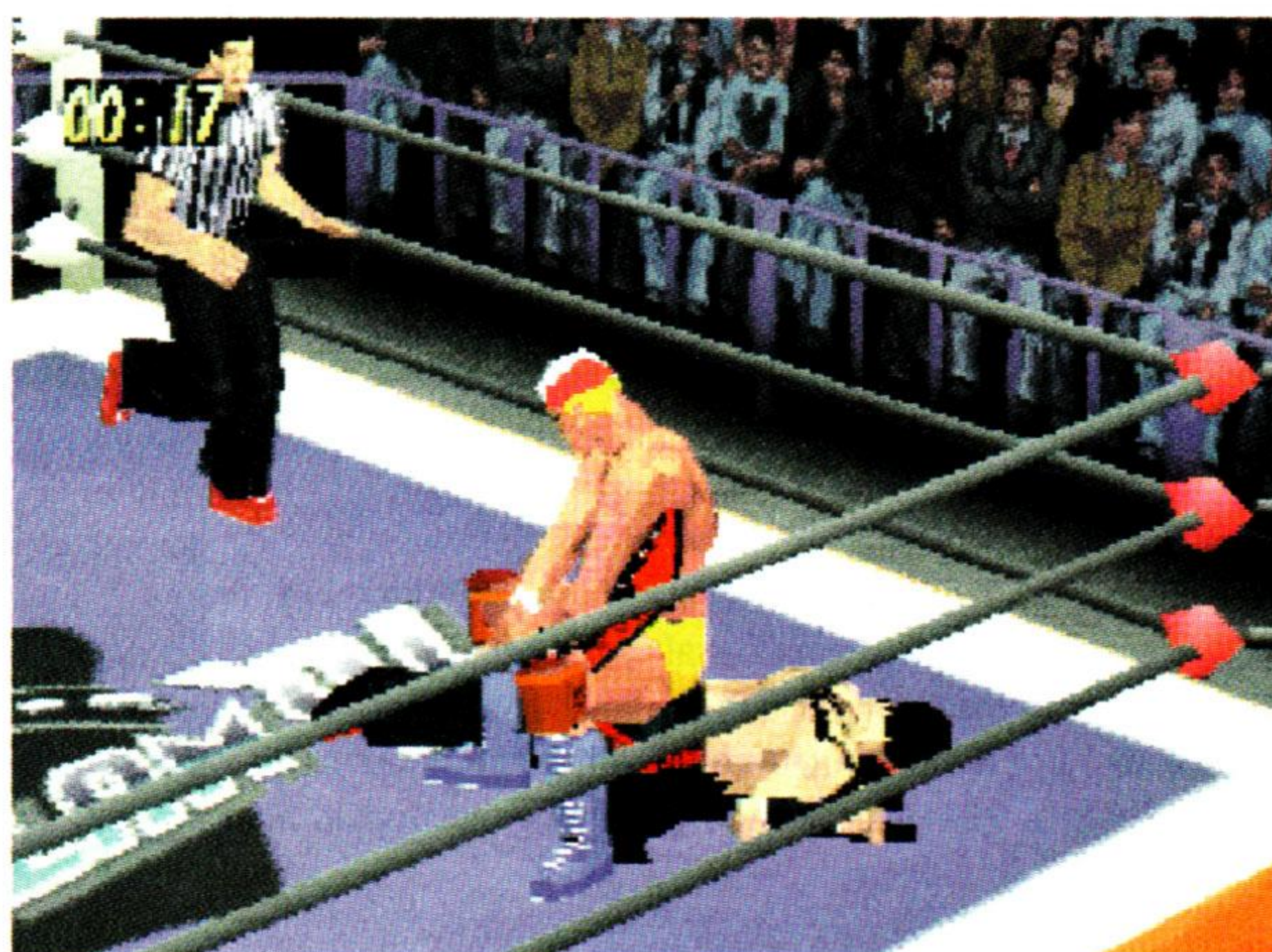
First up is **World Soccer Winning Eleven**, the sequel to their '95 soccer sim J-League Winning Eleven. At first glance Winning Eleven seems incredibly similar to its predecessor, and indeed, after prolonged play it soon becomes apparent that they are nigh on identical. The only noticeable differences **MAXIMUM** could spot are the addition of international teams, an English commentary ("Let's see that action again!") and the ability to change camera angles during the replay. As a stand-alone footy game, Winning Eleven is accessible and attractive (with a nice line in ellipsoid players), though it pales in comparison with the likes of Actua, FIFA and the mighty Adidas Power Soccer, and is notably not as entertaining as Konami's own Super NES hit International Superstar Soccer. Something of an own goal if the truth be told.



Much better is the **Gradius Deluxe Pack**, a collection of Konami's first two Gradius outings (1985 and 1988 respectively) faithfully reproduced in 100% pixel perfect arcade conversions. Retro-gaming has enjoyed something of a boost recently, with Namco, Williams, Sega and Irem all jumping on the compilation bandwagon, and **MAXIMUM** is glad to report that unlike some of the stagnant titles reproduced by the aforementioned companies, Gradius (and its superior sequel) is still a game that holds a certain degree of fascination. Though aesthetically prehistoric, both Gradius incarnations feature precision gameplay coupled with a healthy dose of strategy (implemented through the weapon selection) that on the higher difficulty levels offers a challenge to even the most hardened gamer. However, **MAXIMUM** hastens to point out that these games are both nearly ten-years-old, and despite these plus points we would still only recommend the compilation to fans of the coin-ops who will appreciate the nostalgia value as much as the incredible rendered intro.



On the subject of rendered intros, Konami's final game and the first outing for Goeman on a 32-bit console: **Goeman Warriors 4** (or Space Pirates Akoking: Ganbhre Goeman to give its full moniker) has one of the most stunning intros we've seen! The game itself is a significant improvement over its 16-bit predecessors, featuring improved graphics and a familiar Goeman hotchpotch of side-scrolling platform action, top down RPG sections (you now have experience points and levels) and huge robot battles. Its the best Goeman yet, and a fantastic title in its own right, but the crippling amount of Japanese text (Konami have no UK release planned) scuppers all chances of blind progression. A pity, but there you go...



OH DEAR...

The last import title to grace our PlayStation this month is Human Entertainment's **Fire Pro Wrestling: Iron Slam '96**. A sequel to the earlier PC Engine and Super NES versions, Iron Slam '96 updates the shambling sprites of the previous incarnations with fully texture mapped glitchy polygon wrestlers. The gameplay on the other hand, remains much the same, with frenzied button presses and shake out joypad manoeuvres resulting in some rather suspicious 'grapples' from the deviant wrestlers. While **MAXIMUM** can't claim to appreciate the wrestling genre as a whole (aside from the ace Muscle Bomber!), if grown men in trunks and masks stuffing each others faces in their crotches is your thing, then you may derive some entertainment from this otherwise lacklustre title. **DJ**

MAXIMUM NEWS

PS

A WHOLE HOST OF KONAMI GAMES INCLUDING...

INTERNATIONAL TRACK AND FIELD

KONAMI

AVAILABLE IN THE SUMMER IN THE UK

KONAMI SO GOODIE

INTRODUCING THE XXL SPORTS RANGE OF TITLES...

AFTER SOMETHING OF A QUIET SPELL, KONAMI RETURN WITH A TRIO OF HARDCORE PLAYSTATION TITLES!

RICHARD LEADBETTER EXAMINES THE COMPANY'S FORTHCOMING TRIPLE WHAMMY OF SPORTING ACTION!

A while ago, Konami were one of the most respected of software houses releasing game after game of a particularly high quality. Titles such as Castlevania, Probotector and of course International Superstar Soccer helped cement the reputation of one of the gaming giants of the industry. Then the Saturn and the PlayStation turned up and Konami were near-silent, releasing the occasional, non-impressive title. All that's set to change...



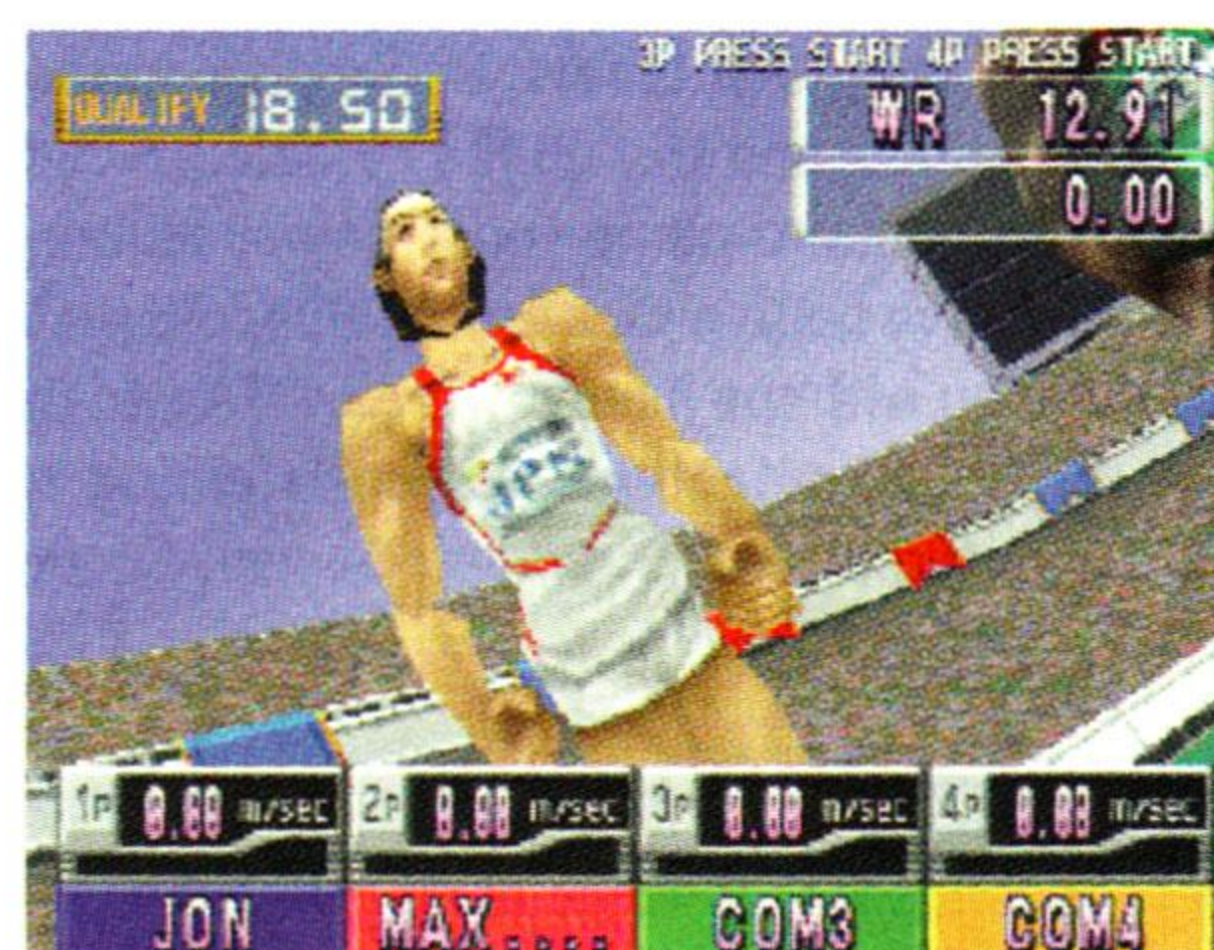
Nostalgia's very big at the moment what with Williams Greatest Arcade Hits, Namco Museum Pieces and suchlike and Konami are long-jumping onto the bandwagon with a new Track and Field title. Don't expect to see any cheesy eighties graphics and bleepy music - this new PlayStation product features state-of-the-art 3D visuals with some of the most majestic camera angles yet seen on the machine. Super-smooth 30 frames per second action coupled with some superlative motion capture and stunning stadia make this game the lead contender in the forthcoming rush of Olympics-style titles. Indeed, in Japan, the game is the official

game of the event, with US Gold pinning the European license to their own game coming soon. However, despite the graphical facelift, the bare bones of the game is pretty familiar to arcade veterans...

International Track and Field features a gargantuan dozen events, and Konami have shown us the latest version of this excellent game with near-complete versions of five of the main events:

1. 100m Dash

Despite the stunning camera views, slick animation and high-definition, the gameplay in the 100m Dash is nigh-on identical to the original game! Bash those buttons at a super-high velocity to gain maximum speeds and use the action button to lean forwards on the finish. Graphically, it's pretty plain compared to some of the events, yet the animation makes this stunningly close to the real thing.



SWEEPING PERSPECTIVES!

Konami have added to the game with a number of sweeping camera views which always show the action at its most exciting - witness the dynamic starting angle of the swimming above and the character zoom-in (left) just before the event begins...

INTERNATIONAL TRACK AND FIELD TAKES THE EIGHTIES ARCADE FAVOURITE TO THE 32-BIT GENERATION OF GAMING!

AWESOME REALISTIC 3D SPORTING ACTION ABOUNDS!



2. Swimming

Konami reaffirm their technical credentials with this particular event. Again, everything is pretty authentic, with each competitor limbering up on their respective podiums before diving into the water. It's a joy-pad's nightmare as those buttons are molested at incredible speeds in order to speed your swimmer up. Once the end of the pool is reached, the action button causes your sporting character to turn around in the water and head back to the start. Graphically untouchable, the reflective water effect in particular is outstanding.



3. 110m Hurdles

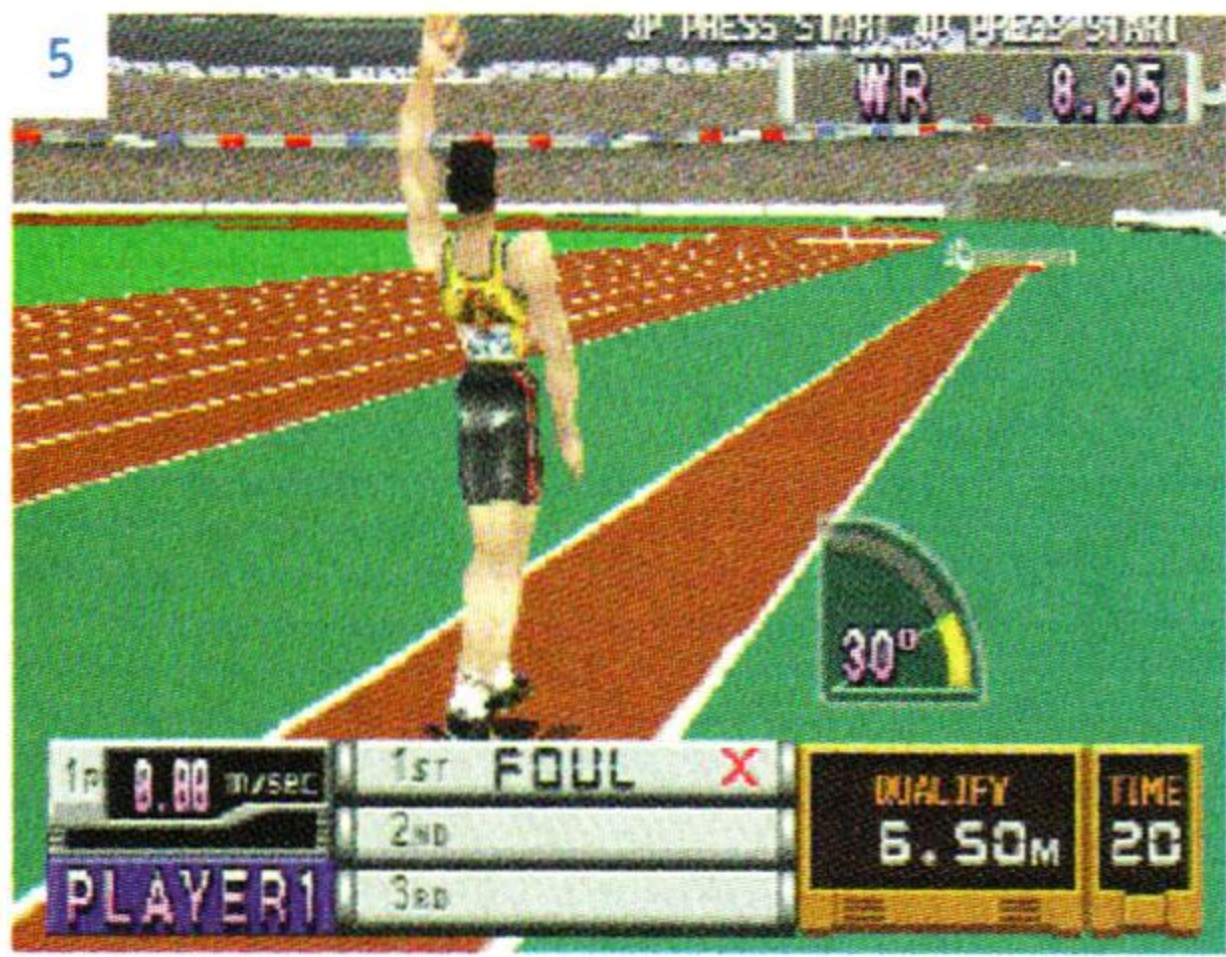
Just like the original coin-op, this remains pretty identical to the 100m Dash, only with the added inclusion of those pesky hurdles. Rampant button presses brings up the speed, with the player leaping the obstacles using the action button. The player leaps any way even if you don't use the button, but his speed is reduced as a consequence.



4. Shot Putt

Another refuge from the original coin-op is the shot putt. Pummel those buttons for all your worth in order to build up the momentum behind your shot, and then press down the action button and swing the large ball around, before releasing, sending it flying through the air.





5. Long Jump

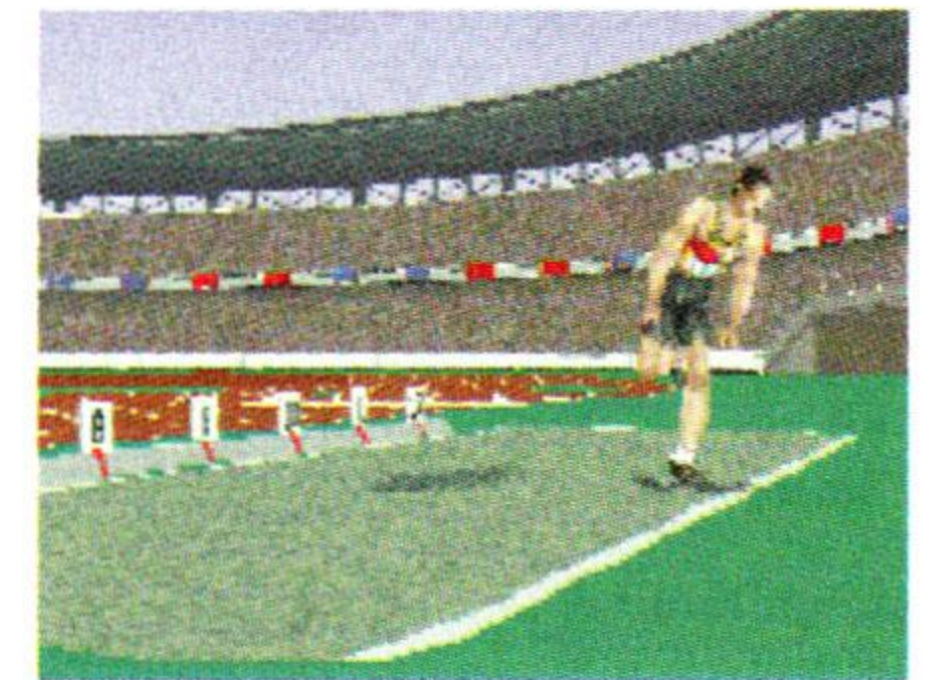
More superlative camera angles abound in this, the last event in the sampler edition of the game currently in Konami's possession. Not surprisingly, certain buttons on your trusty controller need to have the stuffing beaten out of them to build up speed. Then, as you reach the line, press and hold the action button to build up an angle of trajectory. Just like the ancient arcade machine, the perfect angle is 45 degrees.

Yes, the gameplay is pretty archaic, but the graphics and the feel of the game are very, very good indeed. The feeling of nostalgia coupled with those incredible visuals make



International Track and Field a game to watch out for when it is released in June. Adding to the fun are the multiplayer options, with Track and Field making full use of the forthcoming multitap, allowing four-up simultaneous action (on the track and swimming events at least).

US Gold's own Olympics effort is going to have to be very special indeed to match up to the efforts achieved by Konami's Japanese R&D masters. Watch this space for more information.

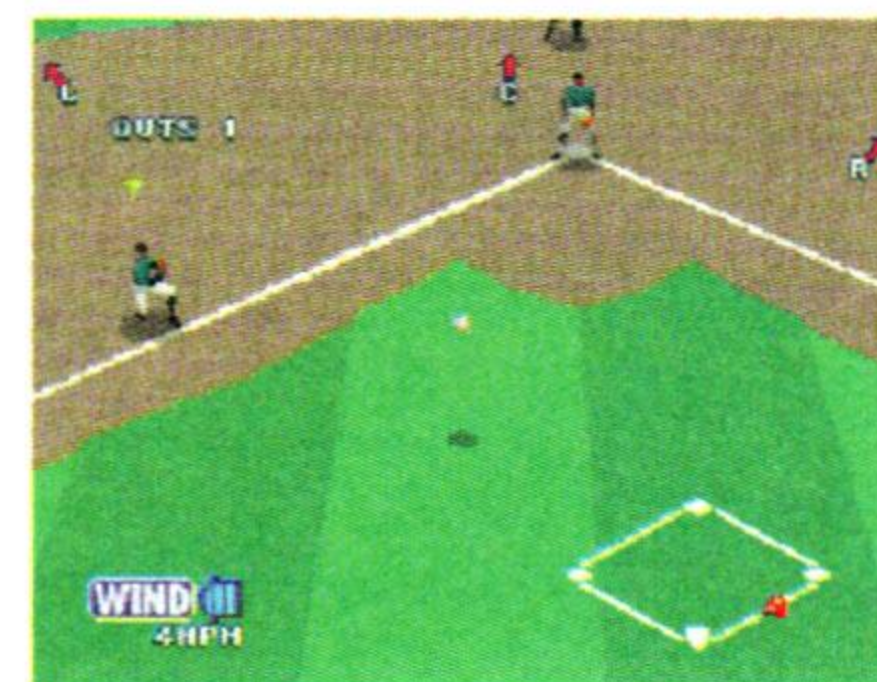


TWO MORE POTENTIAL KONAMI SPORTING CLASSICS WAIT IN THE WINGS!

WITNESS THE NEW BASEBALL AND GOLFING SIMULATIONS CURRENTLY IN DEVELOPMENT!

BOTTOM OF THE NINTH

MLBPA Bottom of the Ninth is without a doubt the best baseball simulation released to date (it should be out in the States now). The control method is most impressive indeed, offering an unprecedented level of control over the players.



KONAMI IN INTERESTING BASEBALL GAME SHOCKER!

Baseball games are notorious for all being the same. That is, boring. You always have that third person perspective viewer of the pitcher and batter, switching to that pseudo-overhead view when the ball is hit. In a bizarre twist, Konami's latest 3D motion-captured sports epic follows this formula again (snore...), but the game manages to maintain interest by featuring a multi-optional control system that actually allows for some degree of skill!

MLBPA Bottom of the Ninth is the rather curious moniker for this particular sports fest, featuring a rather gargantuan plethora of options to wade through along with a pitching system that allows you supreme controllability. Also, batting is made a lot more skill-orientated by putting a cross on-screen that shows you where the ball is going to go, thus allowing you a split-second of time to position yourself in the right place and slog the ball for all your worth.

Baseball games are notorious non-sellers over here due to a severe lack of interest in the actual sport. However, Konami's effort is so far and away superior to anything else of the genre seen yet, it may well receive a coveted official release. If it doesn't, you should be able to get hold of an import edition of the game in the next four weeks...

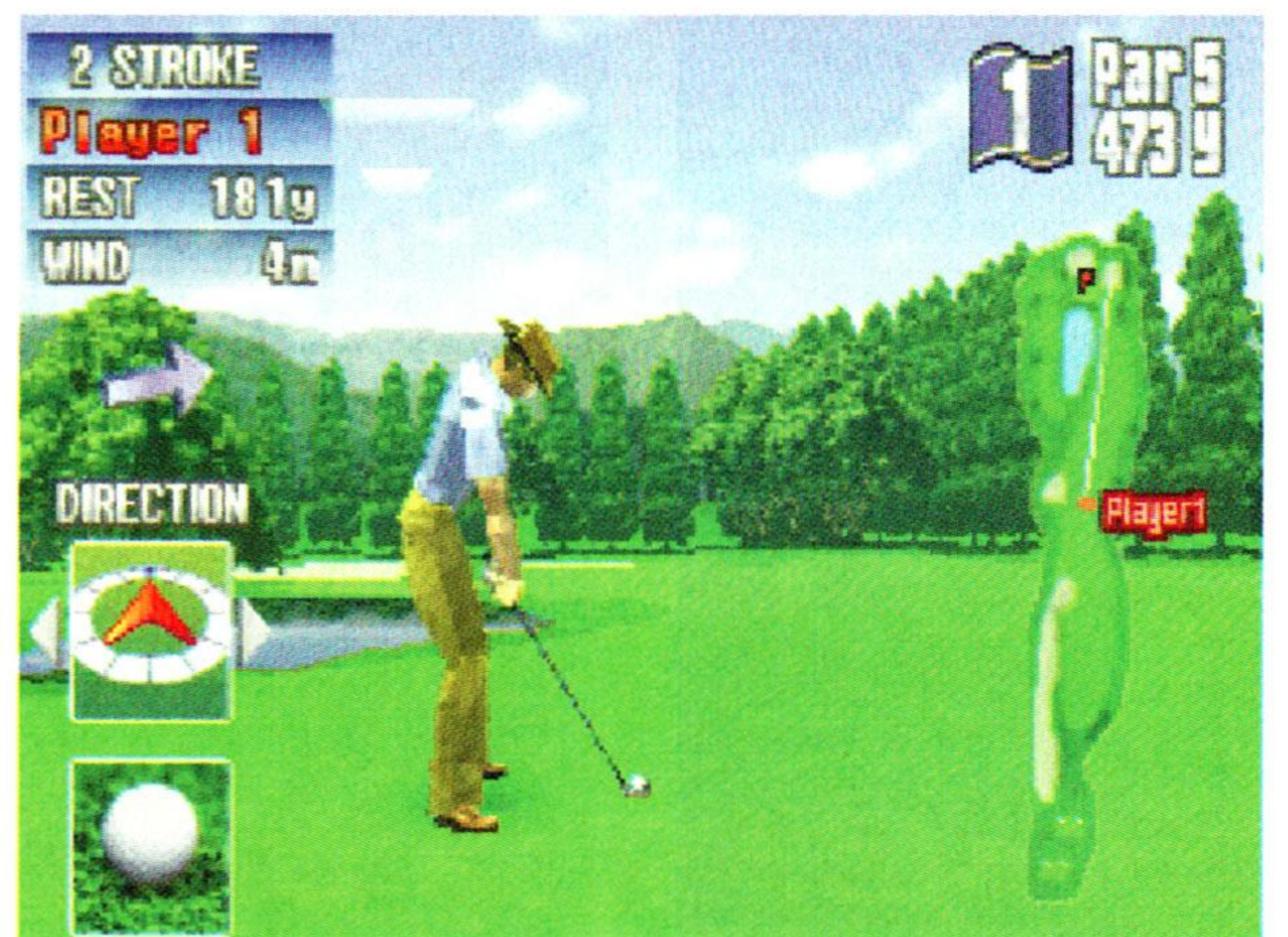
HEAD-TO-HEAD WITH ACTUA...

Expanding their Konami XXL Sports Series still further is the forthcoming Konami Links, which unsurprisingly is a golfing simulation of the highest order. Again, like baseball simulations, golf games tend to be extremely similar in concept, but Konami Links appears to be quite a departure from the usual PGA-inspired title.

Going head-to-head with Gremlin's forthcoming Actua Golf, this game features the same kind of control mode (although where you actually hit the ball is a process far easier to go through in the Konami game) along with realtime 3D fly-bys and the like. In terms of quality, it would seem that the Actua title has the edge in quality at this stage in development, although it must be stated that Konami's effort is only 50% complete and much tidying up is the order of the day before battle commences in the shops. One thing that is quite interesting about the Konami title is the nice reflective nature of the water - perhaps it's a bit too static at the moment, but the overall look is pretty impressive. A review is promised in time for the game's June release... **RL**

YIKES! MORE INNOVATION

A number of camera angles and tweaks to the control system make Konami Links quite impressive to behold, and it certainly proffers a different gameplay experience to the established PGA style. But will it stand up to the forthcoming Actua assault? Only time will tell.



MORE MOTION CAPTURE

Motion Capture is getting a bit boring as a concept for discussion these days, but it sure looks good in games and Konami have developed their own proprietary system for use in their games.

Taking on Mario 64: Sega finally unveil Nights!



SENSATIONAL SATURN 3D!

The debut title from Sega's respected Sonic Team is finally taking shape. As regular readers of **MAXIMUM** will know from our previous news pieces (including the first eye-witness report), the game is taking Saturn 3D to a new level of brilliance, with Sega keen to match their game to the forthcoming (and utterly incredible-looking) Super Mario 64...

We've an opportunity to play a two-level demo of the game and can report that these low-resolution screenshots (supplied by Sega) fail to do justice to the visual splendour of this particular game. The Sonic Team have married the enviable 2D capabilities of the Saturn with state-of-the-art 3D routines, to make a game as visually exciting as Sonic the Hedgehog was in its day.

The gameplay seems to be set into two distinct modes. When controlling either a normal boy or girl, you walk around the landscapes with a great deal of freedom. Collect the appropriate spheres and find the eponymous Nights character and you control him, swooping around the skies through sprite-scaled rings. A forest level and an ice stage are in the current demo, which features some superlative bosses. Which we aren't allowed to show you. However, perhaps you could try checking out the latest edition of Sega Saturn Magazine. It has a Nights cover on it, which looks very nice.

Additional news: Sega have confirmed that they are launching a N64-style analogue 3D controller for the Saturn, with Nights scheduled to be the first game to use it. Expect to see it in September, when Nights is released.



SUPER 3D ACTION

The quartet of screenshots on this page are the first few pics Sega of Japan have released for their flagship Saturn game. A whole host of exciting (and better quality) new ones should be appearing in an issue of **MAXIMUM** on sale soon.



Tekken 2 arcade boss code bonus!

KUNIMITSU

Insert coins, hold RP, move to Yoshimitsu, tap R (joystick), tap Start, release RP

KUMA

Insert coins, hold RP, tap Start, move to Paul, tap D (joystick), tap Start, tap D (joystick), release RP

PROTOTYPE JACK

Insert coins, tap Start, move to Jack 2, tap D twice (joystick), hold Start, tap U twice (joystick), release Start

ARMOR KING

Insert coins, tap Start, move to King, tap L (joystick), hold Start, tap L then R (joystick), release Start

GANRYU

Insert coins, tap Start, move to Michelle, hold Start, tap D then U (joystick), release Start

WANG

Insert coins, tap Start, move to default Baek or Jun, tap Start, tap D then R then U then L (joystick)

BRUCE IRVIN

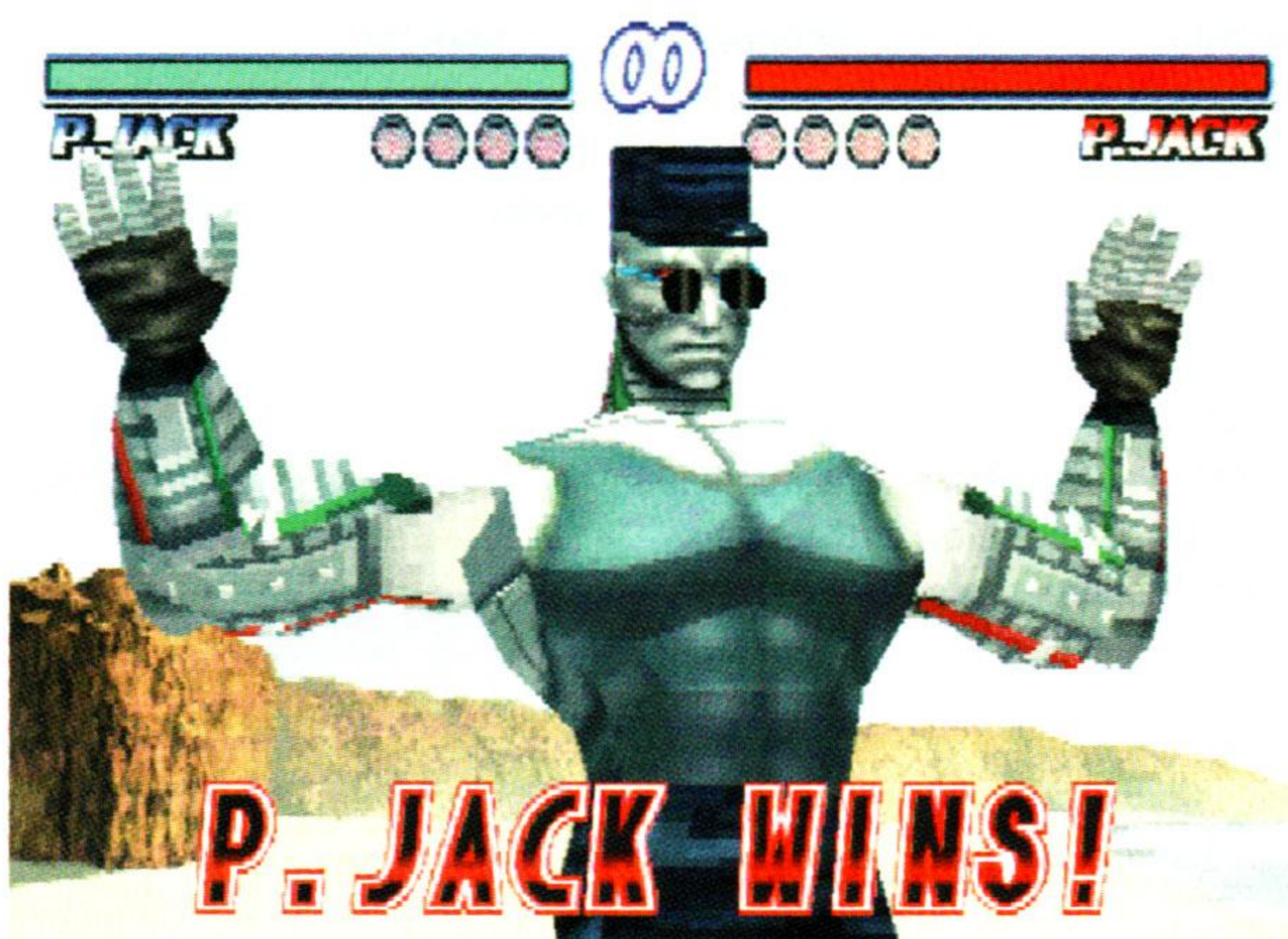
Insert coins, tap Start, move to Lei, tap Start four times, tap R

ROGER

Insert coins, hold LK, tap Start, tap U twice (joystick), release LK

ALEX

Insert coins, hold RK, tap Start, tap U twice (joystick), release RK



PRINTED DUE TO POPULAR REQUEST: ARCADE TEKKEN 2 BOSSES!

After numerous requests for the arcade Tekken 2 boss codes, we are proud to present a number of selectable bosses for the versions of the game that do not have a time release feature. Those of you still playing on these machines, perhaps a quiet chat with the arcade owner would be in order; as Version B of the game includes other enhancements as well as pre-selectable bosses. But for those still experiencing Tekken 2 Version A, examine the blue strip to the left, which reveals all of the boss codes known to date.

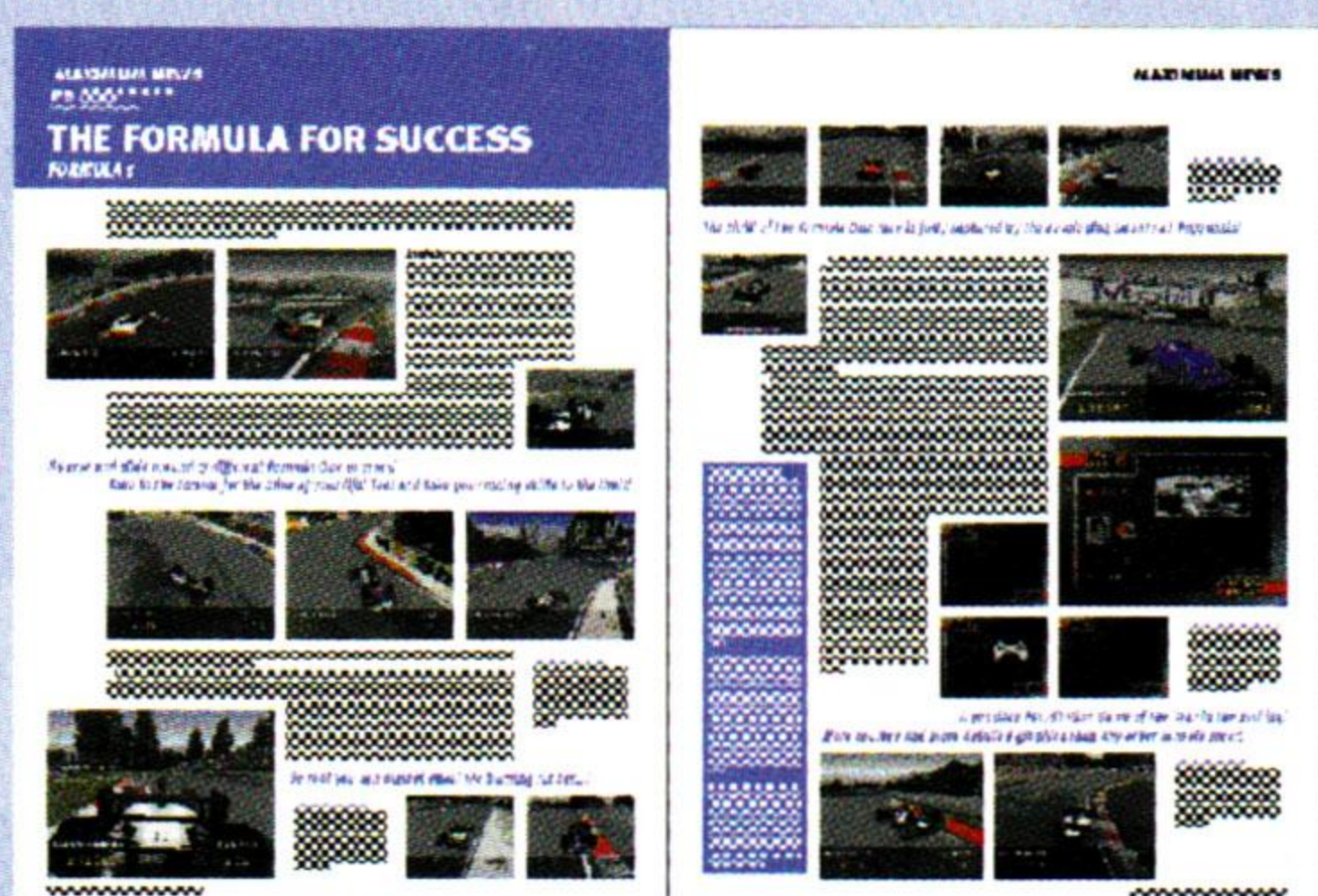


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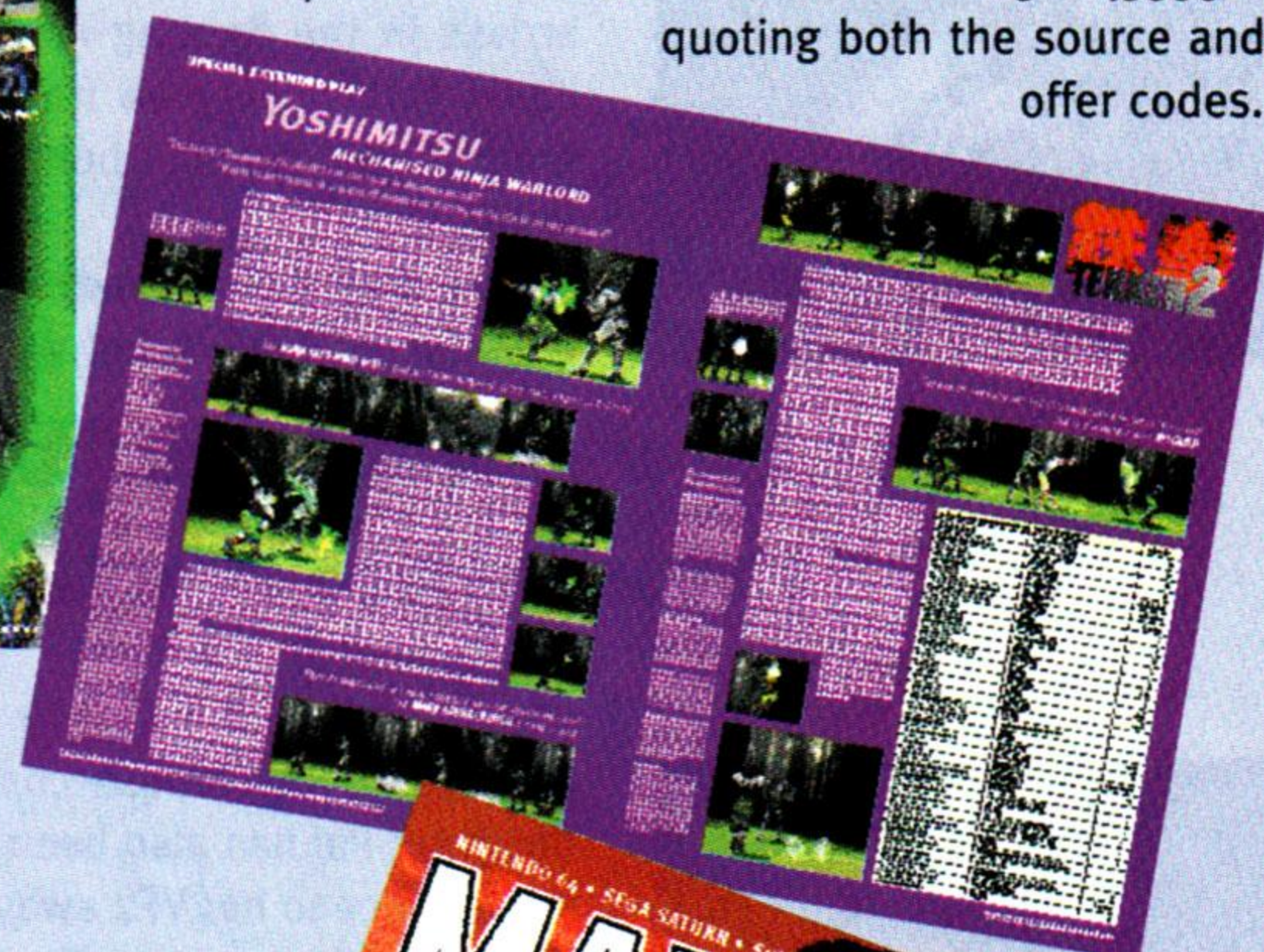
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Flick through an issue of **MAXIMUM** and you can see the effort that's gone into making every issue just right. From the highly experienced editorial staff who play every game to the point of insanity, to the super-deluxe paper that **MAXIMUM** is printed on; this magazine is a tome of excellence that every single gamer should have filed under 'essential reading'.

Every single issue features a number of full-on **EXTENDED PLAYS**, where the cream of the month's software undergoes the most gratuitous coverage ever seen in a video games magazine. Each **EXTENDED PLAY** offers the reader an unrivalled level of information of the software titles you're most likely to play, and become a major point of reference once the game itself is in your possession. Then of course, there's our **NEWS** section where every major event in the gaming calendar is covered, along with a plethora of forthcoming software releases and a lot more besides! Finally, you'll find the most comprehensive **REVIEWS** section ever seen, where all the official (and major import) titles are reviewed with no punches pulled.

This is hardcore gaming like you've never seen before, and **MAXIMUM** is set to go even more ballistic over the coming months! Don't want to miss out on the future? Then why not subscribe! Credit card holders can even phone our subs hotline on **01858 435350**, quoting both the source and offer codes.



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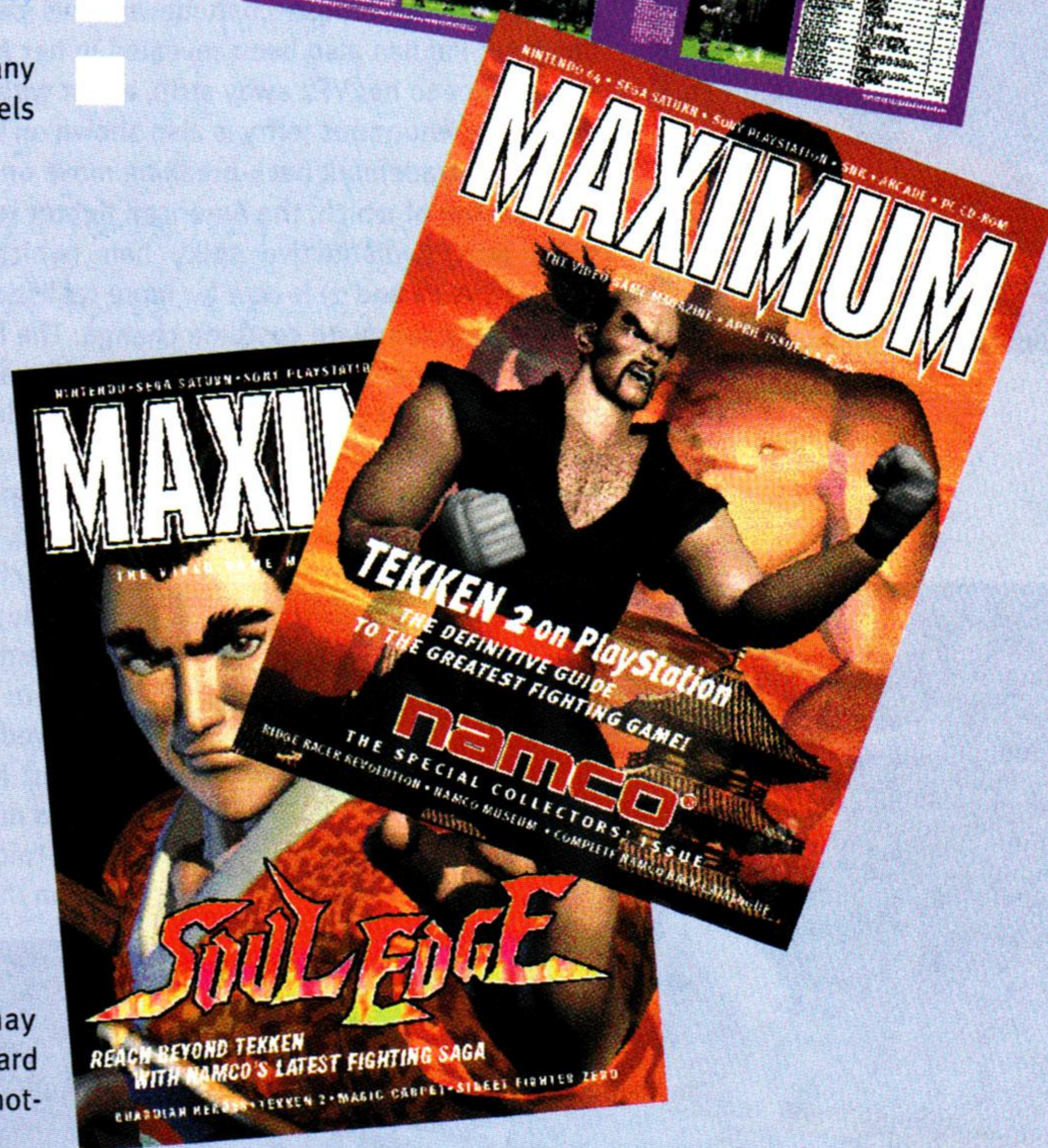
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FULL-ON VF₃ PICTURE FRENZY

VIRTUA FIGHTER 3

AFTER RECEIVING ITS DEBUT AT THE AOU ARCADE SHOW LAST MONTH, AM2 REVEAL MORE VF3 ACTION!

RICHARD LEADBETTER TAKES A LOOK AT THE LATEST DEVELOPMENTS OF THIS SEGA MEGA-GAME!

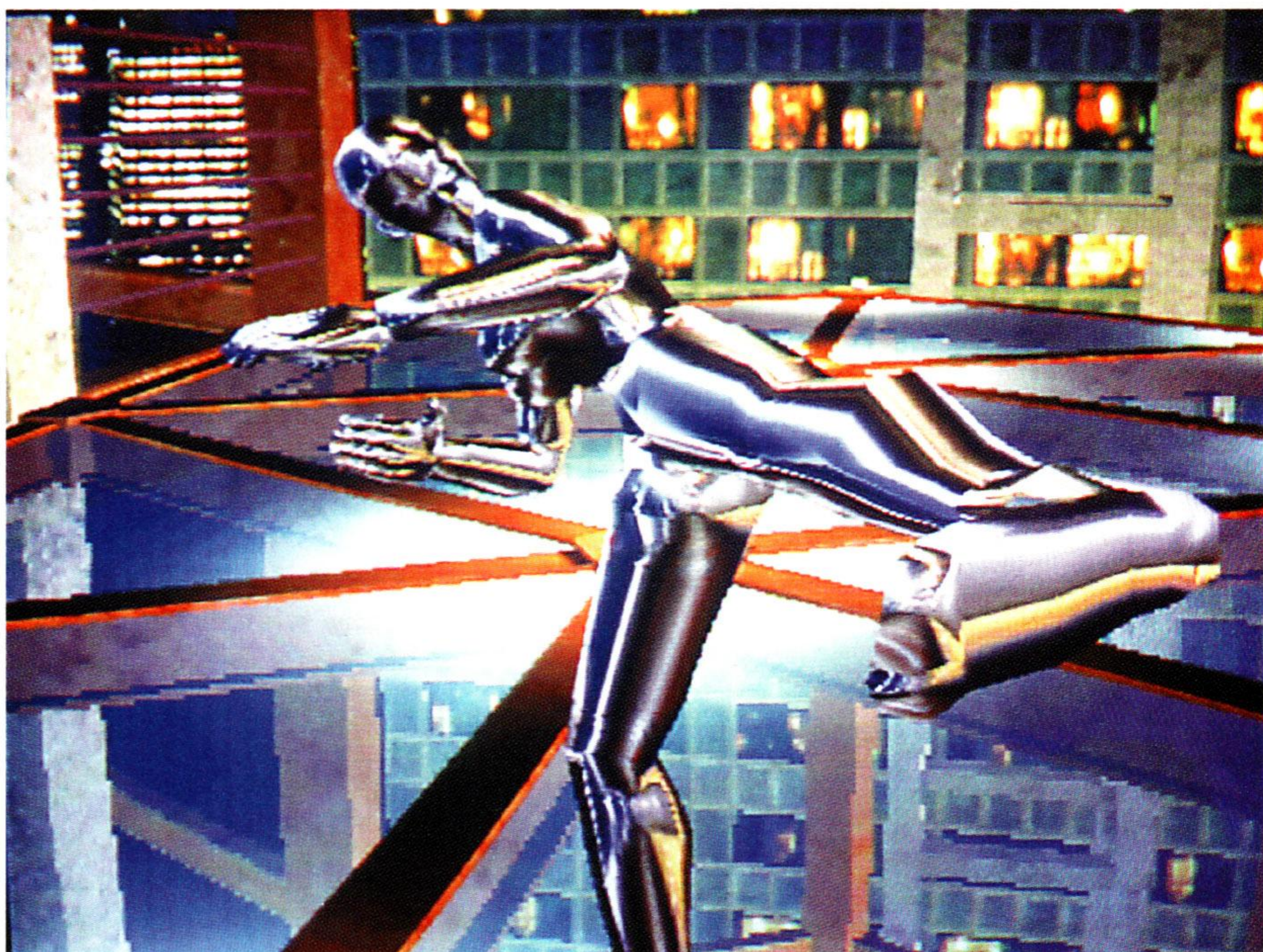
Now scheduled to be released at the end of the year, recent arcade tradeshow have seen AM2 publicly pushing the power of the new Model-3 board with demos of the forthcoming Virtua Fighter 3. Also, they've told the world of a whole new philosophy for AM2, which is sure to be reflected in the other AM departments as time goes on. MAXIMUM investigates further.

Another month, another new set of screenshots of Virtua Fighter 3, issued by AM2's own publicity department and sent directly to MAXIMUM on optical MO disk. As you can see from the visuals that adorn this page, Model-3 power is beyond doubt and just like the previous Virtua Fighter games, AM2 have married incredible technical innovation with a sense of imagination and programming skill that is not evident with any other programming team in the world.

The latest shots tell their own stories: the new Dural has now been

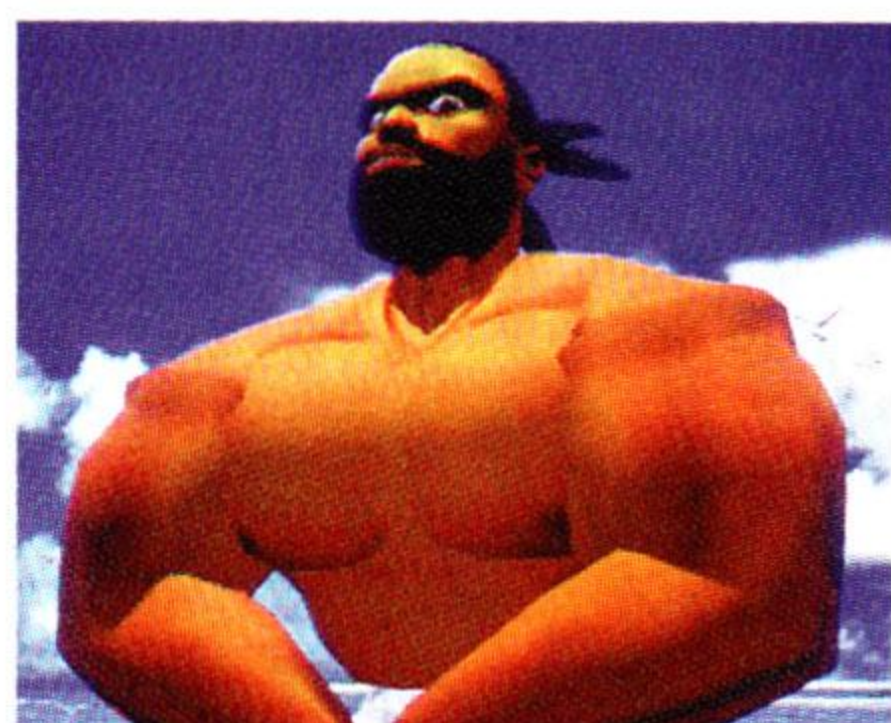
revealed in its own glory. Not only is it the shiny, metallic, reflective somersaulting robot we have seen before. Now it arrives in the fighting arena in liquid form, rising up from the ground until it takes humanoid form.

Lau we have already seen, but now we have a full view of



A WHOLE HOST OF STUNNING MODEL-3 RENDITIONS OF THE VF COMBATANTS! THEY LOOK AWESOME!

WITNESS NEW SHOTS OF PAI, JACKY AND DURAL IN ALL THEIR GLORY!



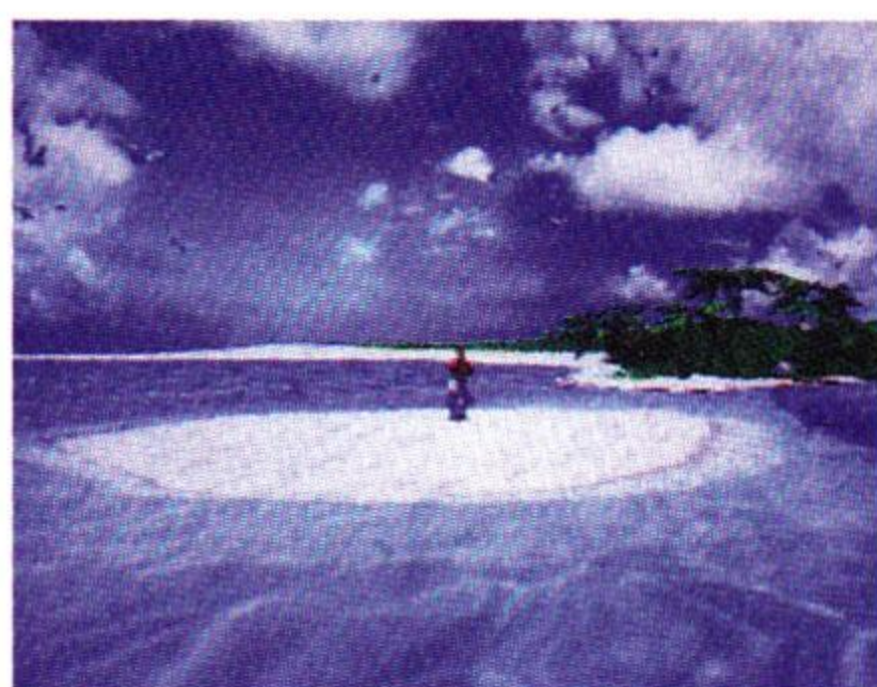
his traditional Chinese costume and his castle background. Lau's daughter Pai has also been revealed in her Model-3 glory, similar in appearance to her VF2 away strip, albeit with huge amounts of extra detail. The enormous Jeffry is also shown on his Australian stage, initiating his trademark back-breaking move on a hapless Jacky.

Speaking of which, the American fighter is the latest release from AM2. Jacky's distinctive spiky hair (which transformed entirely between VFs 1 and 2) is now far more realistic, and he has also benefited from a complete costume change. The leather jacket look from VF2 has been changed into a more fashionable rendition (although the distinctive logo on his back remains identical). Also worthy of note is the fact that the clothing on all of the Virtua Fighters is now totally dynamic (as you can see as the tail end of Jacky's jacket wafts upwards as he performs a roundhouse). So, no more static textures

on the clothes as the characters go through the motions.

To emphasis the point of Model-3's power, AM2 have asked the press to point out that the close-ups on each character's face are achieved with such detail because no texture-mapping is used whatsoever! Model-3 can shift so many polygons about that the entire face is made up of thousands of flat-shaded shapes! In fact, we have been told that there are more polygons on the faces alone than there are on the entire character models in VF2!





THE NEW PHILOSOPHY

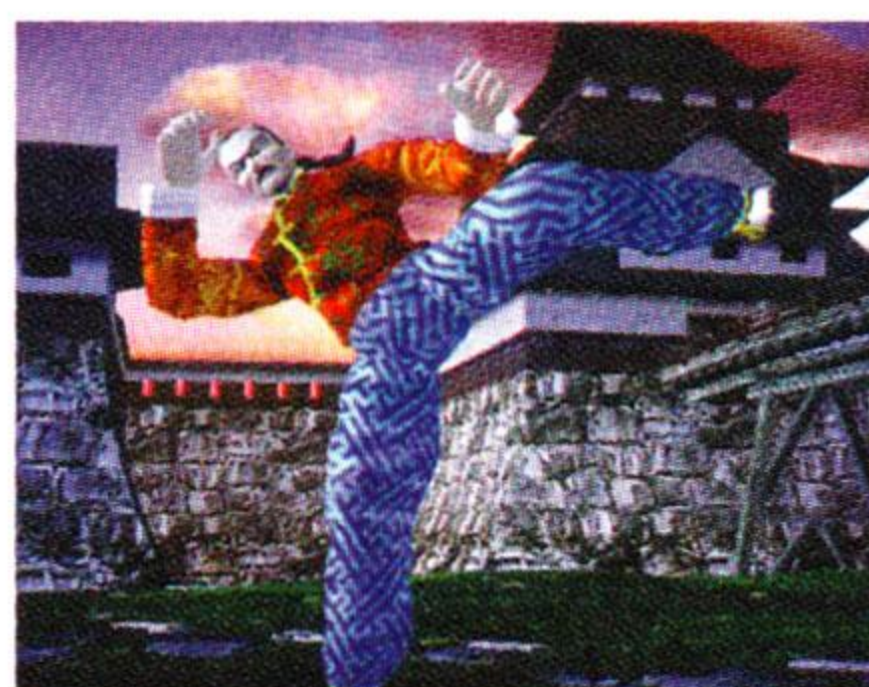
As you read in last month's AOU Show report, the strategy being taken from all of Sega's arcade opposition is in producing low-cost 3D. Hence Namco and Capcom using PlayStation technology in games like the forthcoming Xevious 3D and Star Gladiator (see the report this month) while companies such as Jaleco and Tecmo have signed up Model-2B for use in their new games.

Sega believe that this is a major miscalculation on the behalf of their opponents in the arcade business. AM2 believe that technology like Saturn, PlayStation, M2 and the like are fine for the home market, but when a gamer goes into the arcade, he expects something better. A lot better.

That is the whole philosophy behind Model-3 and also the reason why Sega are happy to license out their Model-2B technology. Previously, only Namco competed in this area of 3D expertise with their System-22 board, but with the advent of Model-3, AM2 are attempting to reach a new level. AM2 are letting their opposition slug it out using established, no-surprises technology (where's Namco's answer to Model-3?) and aim to make a killing by releasing games which look (and hopefully play) far in advance of anything else on the market. With games like Virtua Fighter 3 to look forward to, it seems difficult to fault their logic... **RL**

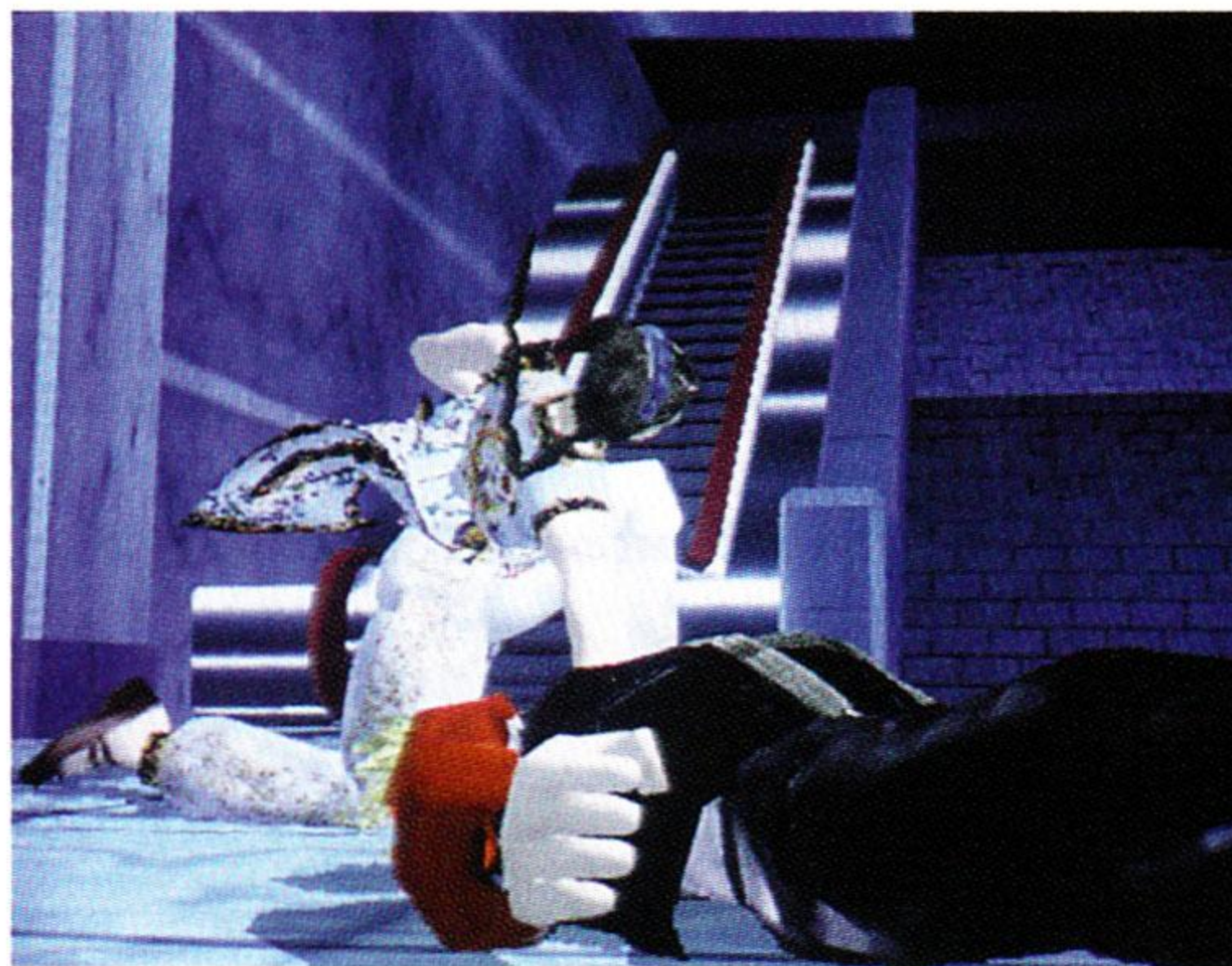
AWESOME NEW PICTURES OF THE COIN-OP OF THE YEAR!

SUPER-REALISTIC CLOTHING AND INCREDIBLE BACKGROUNDS CHARACTERISE THE LATEST VF3 SCREENSHOTS!



NEW SHOT FRENZY!

The latest pictures straight from AM2's labs in Japan actually the VF characters slugging it out! Whilst earlier images concentrated on the resolution and detail of the characters, now we can bear witness to the actual in-game fighting action! Just who exactly can match visuals like these?



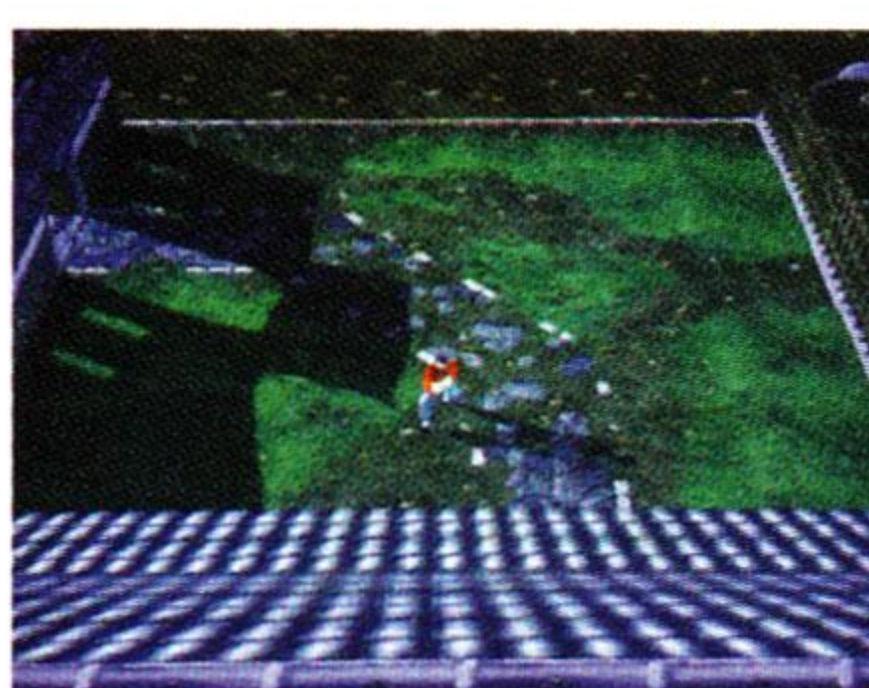
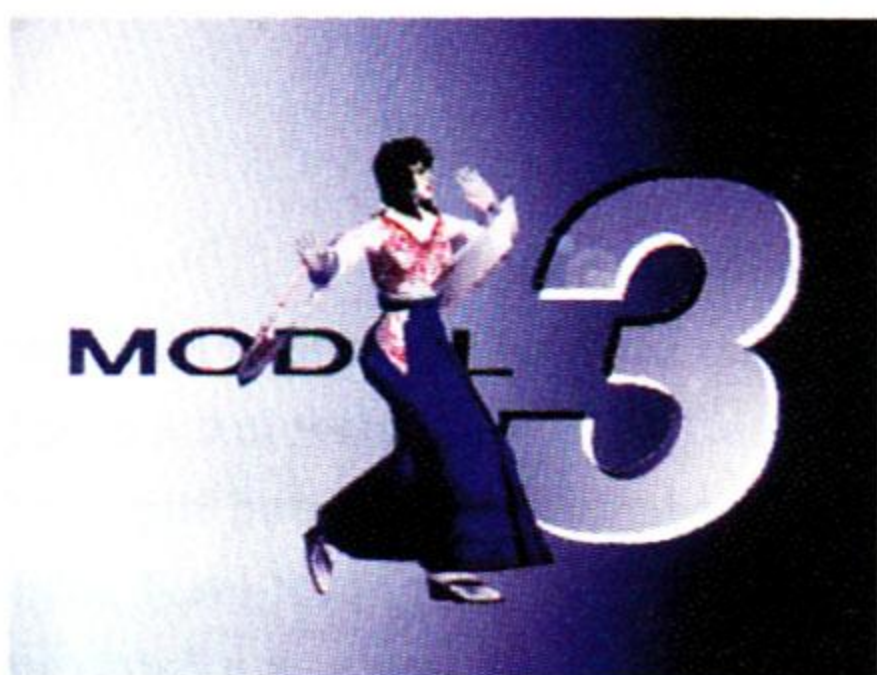
Sega's new proprietary hardware is the single most important step forward in arcade technology since Namco unveiled the System-22 board (remember, Ridge Racer predated the Model-2 powered Daytona) and promises to be an incredible new realm of visuals to arcade-goers.

At its most basic level, the PowerPC603e-powered unit has the capacity to produce over three times the amounts of polygons as Model-2B, producing over a million per second, compared to Model-2B's 300,000. That's not taking into account the vast range of graphical tricks Model-3 has - Z-Buffering, multiple light sourcing capabilities, proper perspective texture mapping, gouraud shading and tri-linear interpolation (which reduces the jagged nature of texture-mapping at close range). Other visual frippery includes the capacity to handle 4095 moving 3D models along with advanced fogging and fading capabilities. All of this runs at a super-high resolution of 640x480 pixels, making this the highest-resolution board on the market.

In the sound department, Model-3 has a 68EC00 CPU controlling the show (a more advanced version of the Megadrive's CPU), along with two Yamaha SCSP chips (one of these is in the Saturn). Additionally, four channels of 64 voice, 16-bit quality MIDI is available for incredible music.

AOI SPEARHEADS MODEL-3!

The picture to the right shows off the new Model-3 logo taken directly from Virtua Fighter 3 and featuring new character Aoi. The latest shots of the game are dotted around this page and look utterly fantastic! Make no mistake - this will be the arcade machine of 1996.



COMPETITION

MC

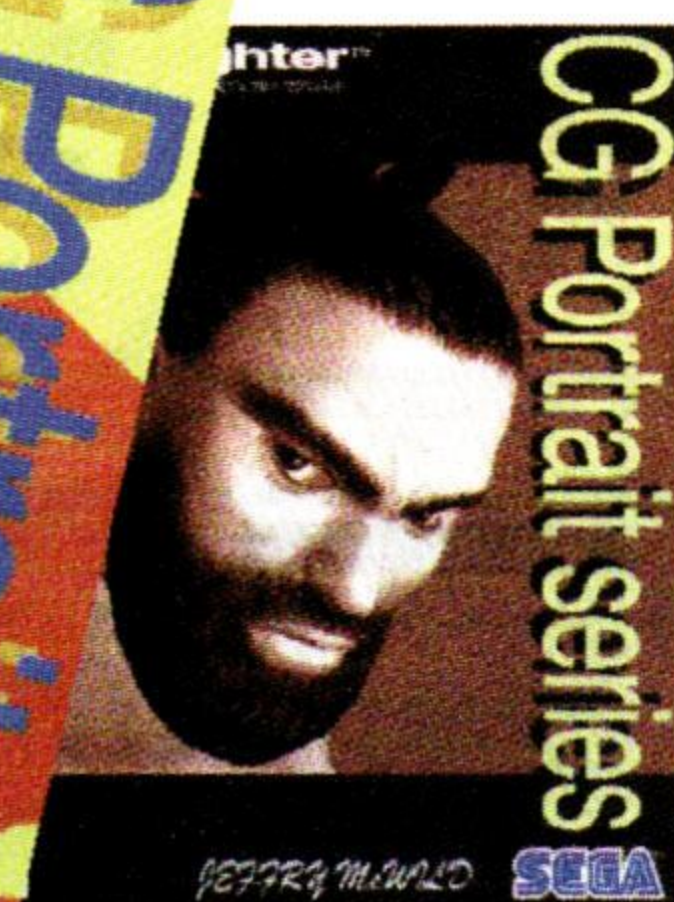
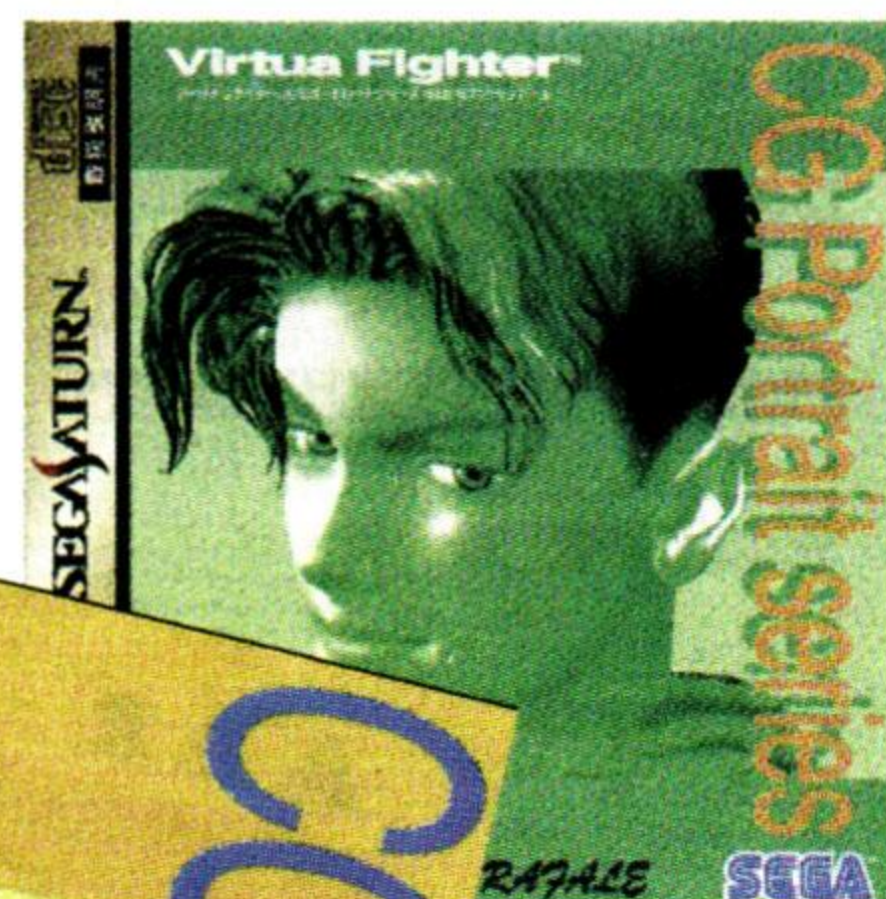
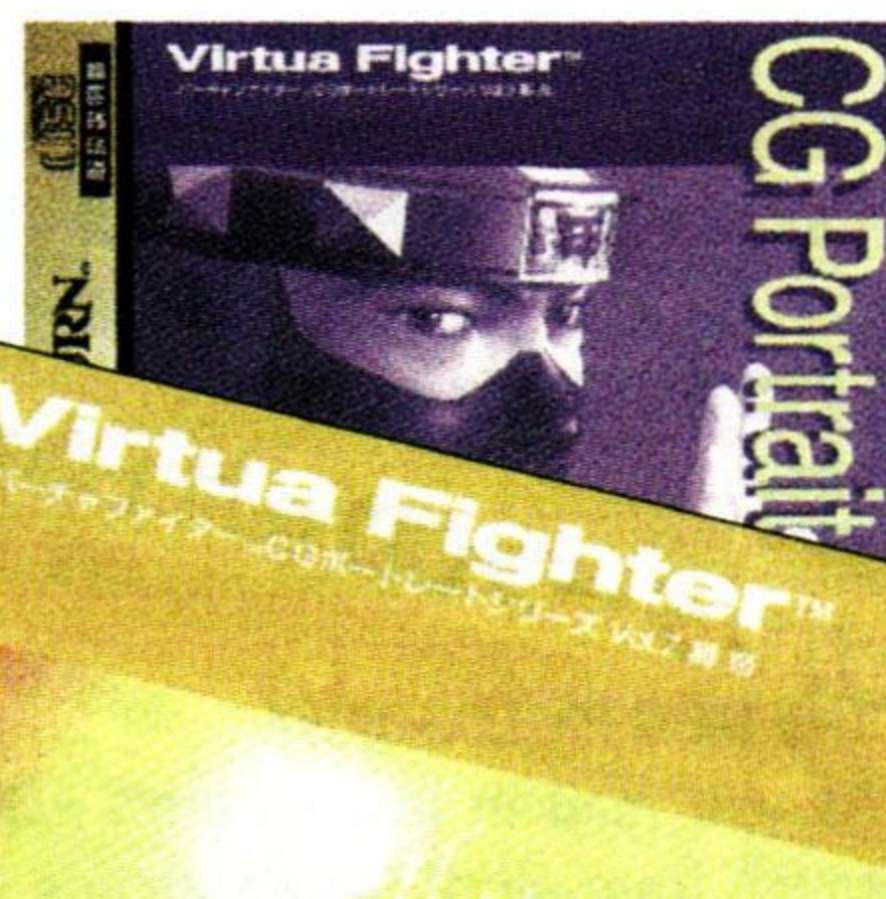
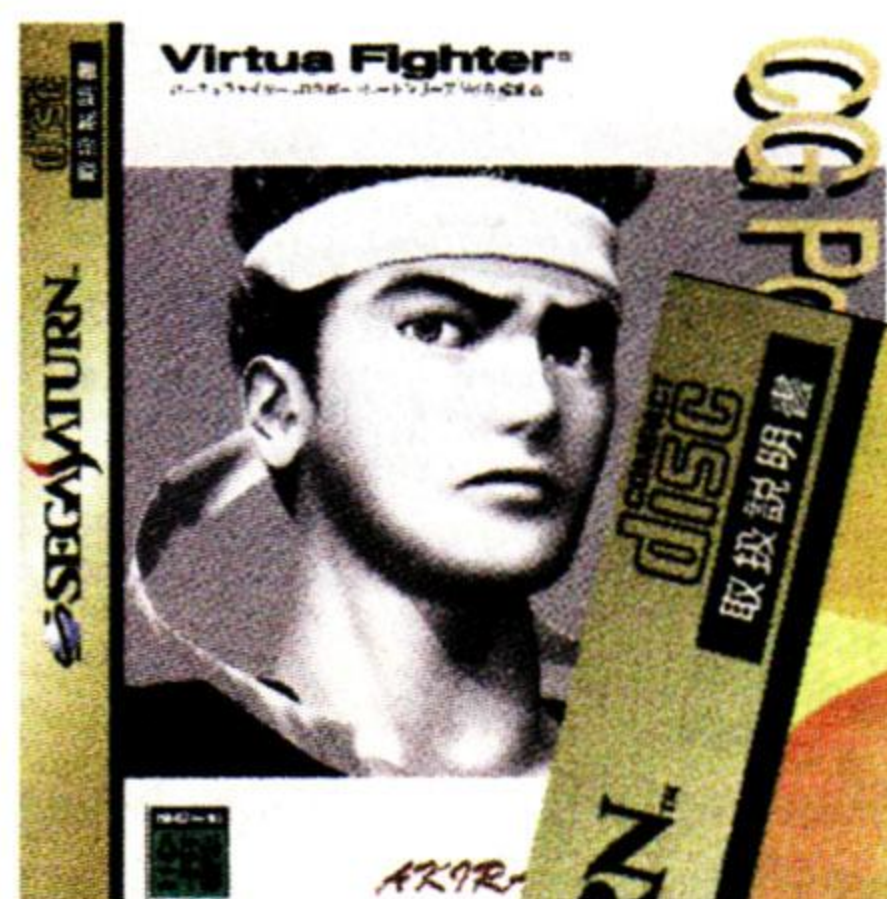
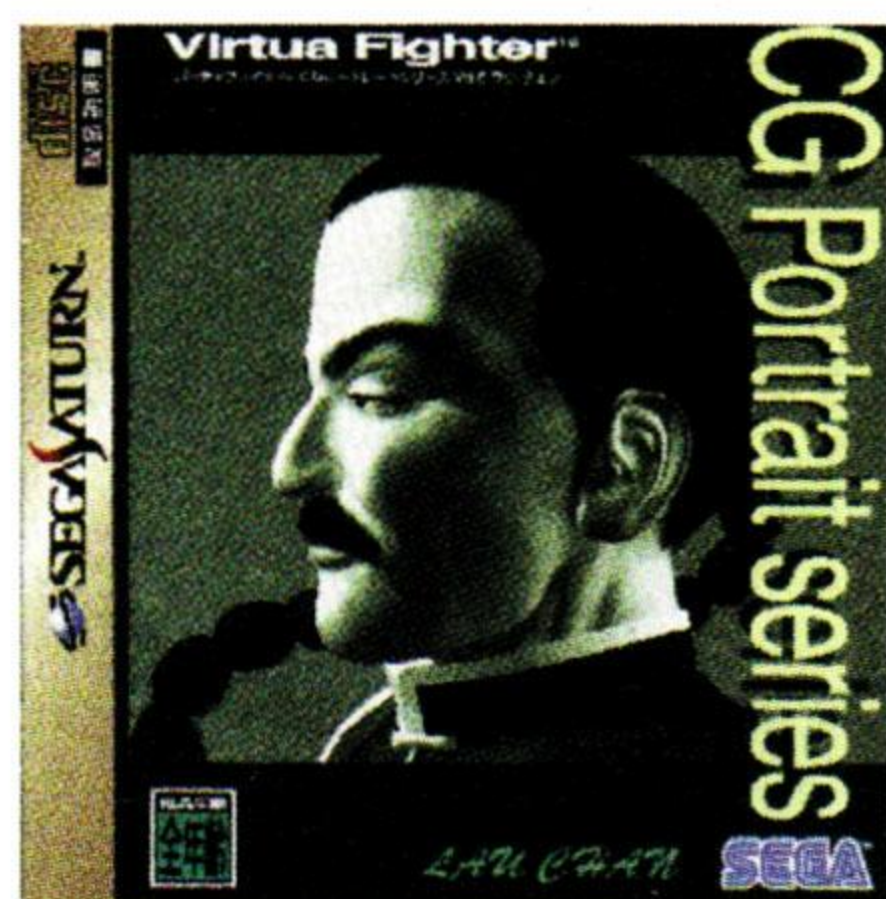
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COMPETITION #1: VIRTUA FIGHTER 2 CG DISC FRENZY!!

The entire series of ten CG discs showing the Virtua Fighters strutting their stuff are now in the possession of **MAXIMUM** magazine, and as promised, we've decided to give all of them away to one reader. Yes, you too can watch frozen computer rendered imagery of Shun balancing pots on his head. Alternatively, perhaps you'd rather observe Jeffry stabbing a plastic shark, or view Sarah, er, *relaxing* at the beach. These CDs contain a Karaoke version of the unique soundtrack, and allows even greater excitement (providing you can sing in Japanese, and don't mind accompanying a warbling second-rate lounge-singer). These CDs are not going to be available in the UK and remain considerably sought after in the Land of the Rising Sun, meaning that this is likely to be a somewhat oversubscribed competition. However, those wishing to be in with a chance of winning this unique prize should answer the following amazingly simple question correctly:

What liquid does the Virtua Kid version of Shun Di quaff after a bout of fisticuffs?

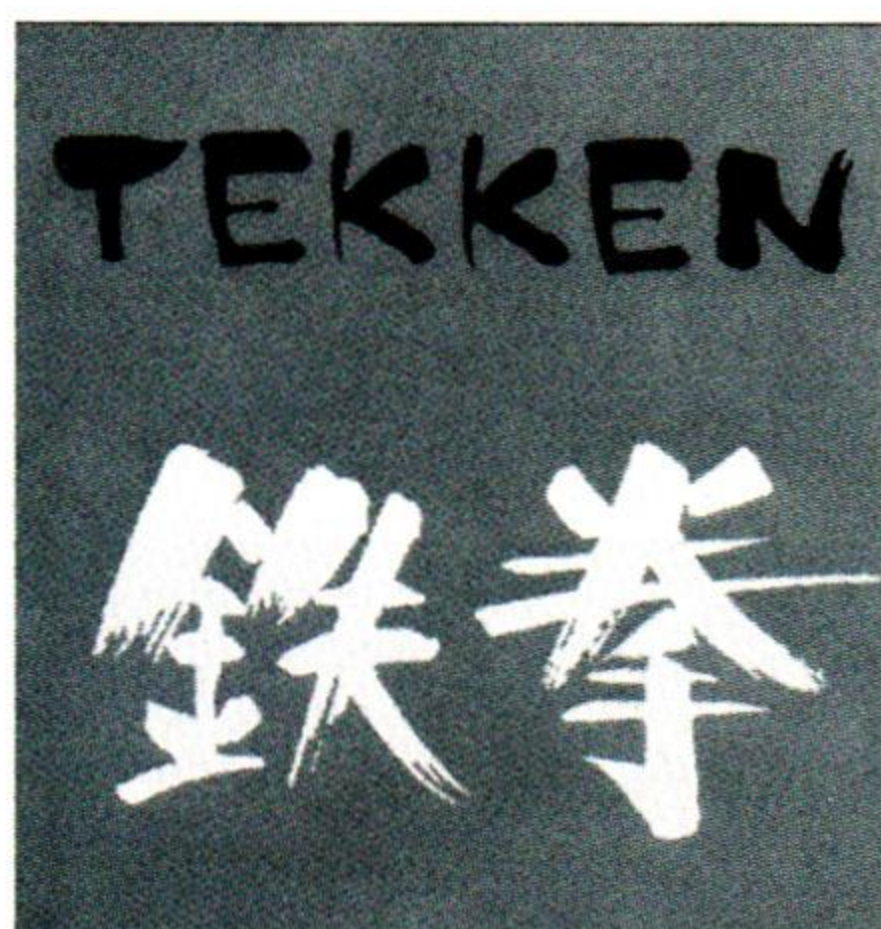
- a) Coca Cola.
- b) Java Tea.
- c) Mineral Water.

THIS IS THE ONLY CHANCE TO WIN TEN FABULOUS CDS OF ALL ENTIRE VIRTUA FIGHTER CG DISCS! GO FOR IT!

COMPETITION #2: TEKKEN AUDIO CD GIVEAWAY!!

Since our review of the Tekken album last issue, we've been inundated by readers wishing to purchase a copy. Well worry no more, as **MAXIMUM** has decided to initiate a full-on chin-stroking frenzy by giving away ten copies of the album on CD. This contains all the tunes of the original arcade Tekken, as well as some deep beat remixes by the cream of today's Junglist crop (and totals more than 20 tracks). We've even produced the screenshots for the inlay booklet, so to stand any chance of walking off with one of these albums, answer the following question correctly:

Wang Jinrey is the oldest competitor in the Tekken tournament. But who is the youngest?

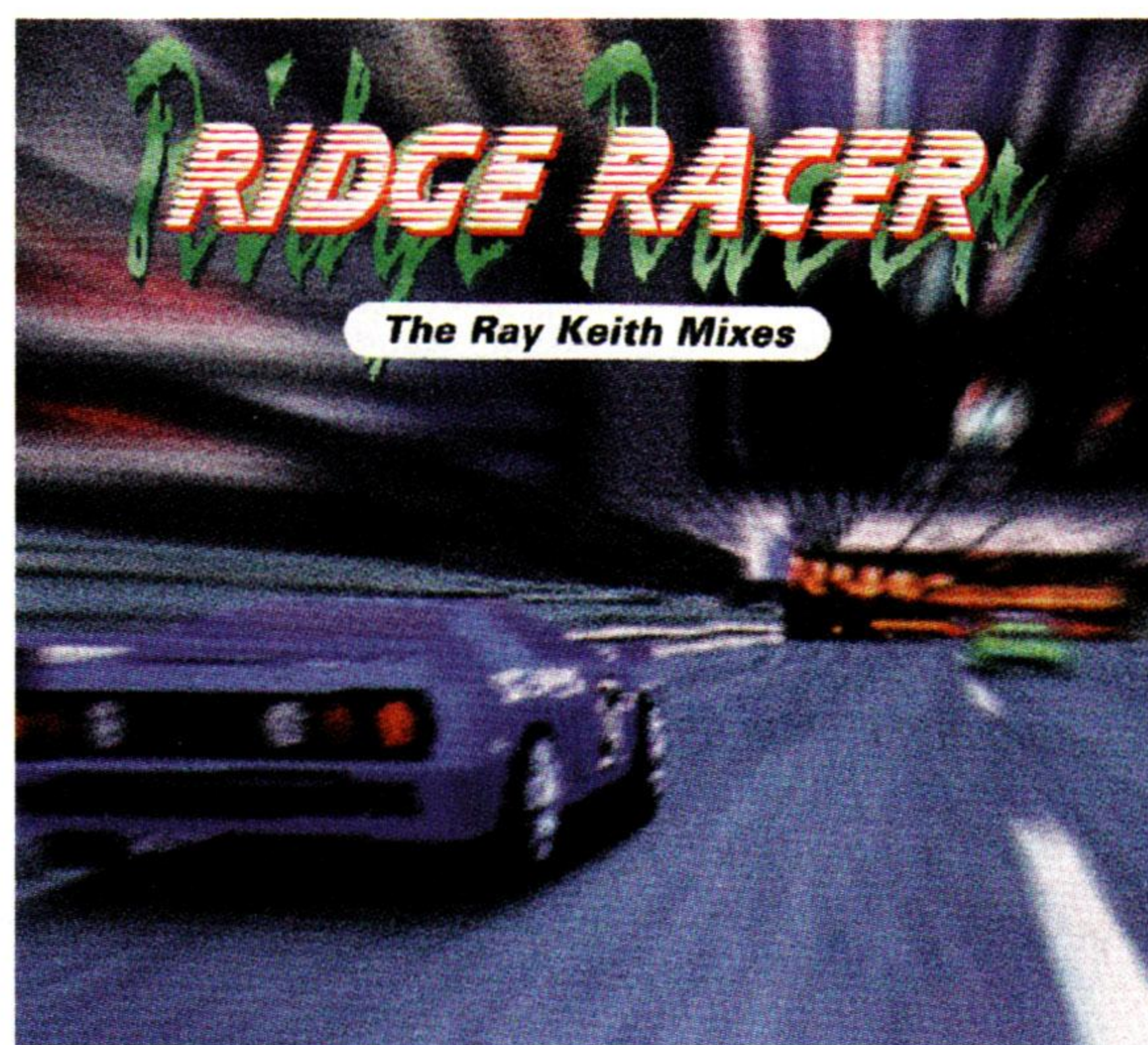


Write your answers down (on a postcard, ideally), and send them to:

MAXIMUM COMPETITIONS ISSUE #6,
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all entries must arrive by 1 June 1996 to stand any chance of winning. And in the words of Chief Hambleton; "Good luck, people!"

OR PERHAPS YOU'D RATHER 'LARGE' IT WITH SOME TECHNO ANTHEMS? YES PLEASE!



COMPETITION #3: RIDGE RACER CD SINGLE OVERLOAD!!

Ray Keith, the man, the myth, the Ridge Racer arranger. Yes, Mr Keith has remixed the already pretty damn funky tunes of the original Ridge Racer game into a cacophony of Jazz Dub fusion and, er, Jazz Step fusion for your delight and delectation. The single should be out by the time you read this, and again, **MAXIMUM** has secured twenty copies of the single to give away. To win one of them, answer this appallingly simple question with some degree of accuracy:

How many cars can you select in Ridge Racer Revolution?

Special thanks to John Rahim of JVC for helping with the competition.

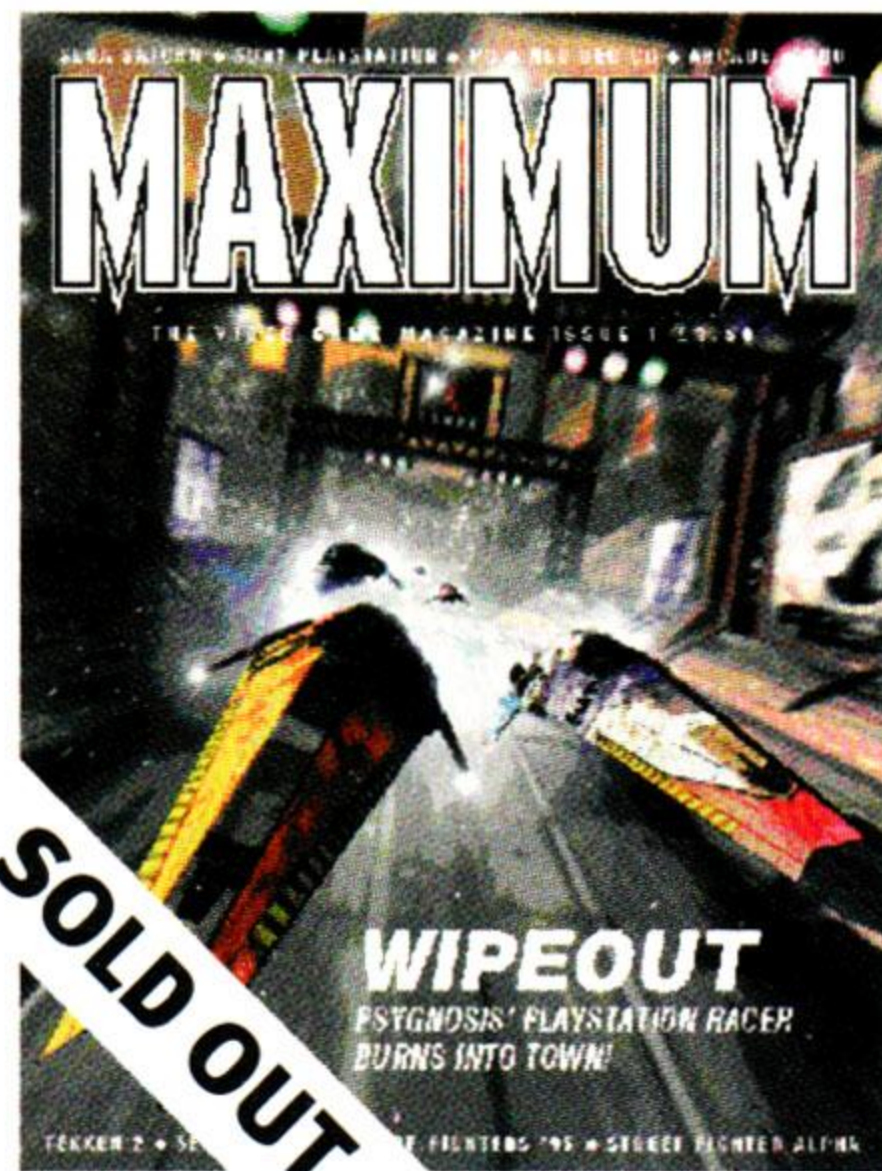
Only one entry (to any of the three competitions) per person. Employees of EMAP Images, JVC and Sega Europe, their families and associates, are not eligible to enter this competition. No cash equivalent to the prize is available. No entries received after the closing date (1 June 1996) will be accepted. No correspondence will be entered into by employees of EMAP Images in all matters relating to the competitions. By entering, you agree to take part in any post-event publicity. The decision of our esteemed editor, Mr Leadbetter, is final. One last point; you'll need either an import Saturn, or a Datel convertor to run the VF CG discs.

MAXIMUM BACK ISSUES

GET 'EM WHILE THEY'RE HOT!

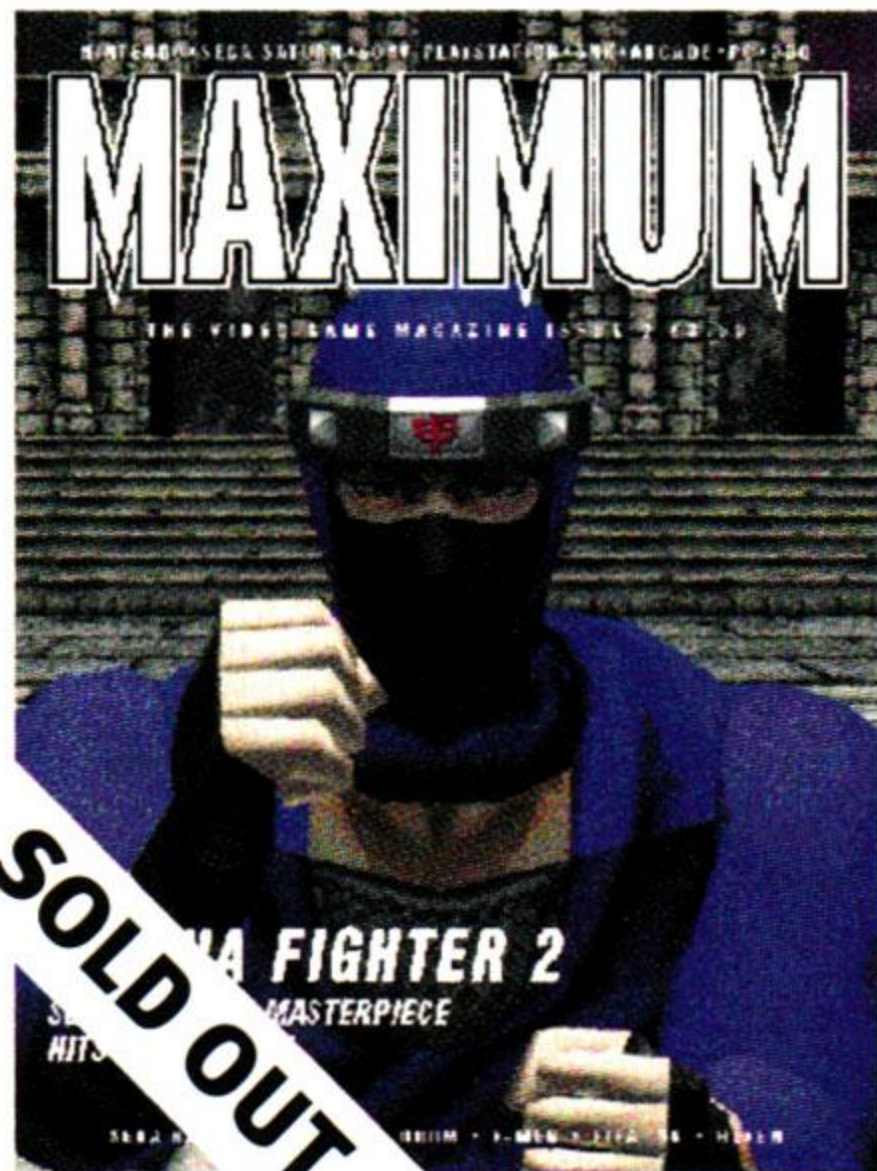
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Looking for a back issue of MAXIMUM? Well, you've come to the right page, as precious copies that you may have missed are now available for those of you wishing to complete your MAXIMUM collection. But hurry now, as these issues are running out fast...



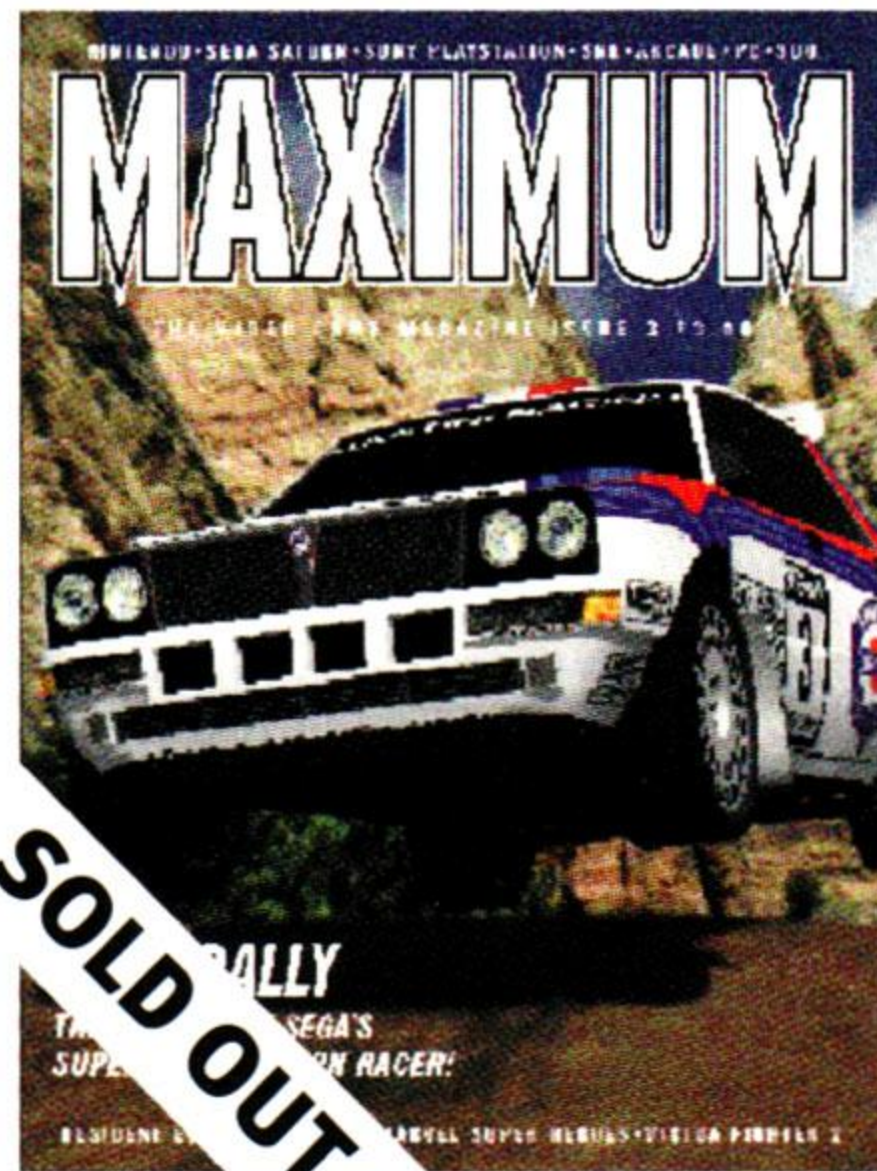
ISSUE #1 - WIPEOUT

The game that sold the PlayStation to the UK market receives the first ever Extended Play. Apart from **WipeOut**, there's a complete guide for the Neo Geo classic beat 'em up **Kabuki Klash** and a mammoth outing to **King of Fighters '95** territory. All this and arcade **Street Fighter Alpha** too!



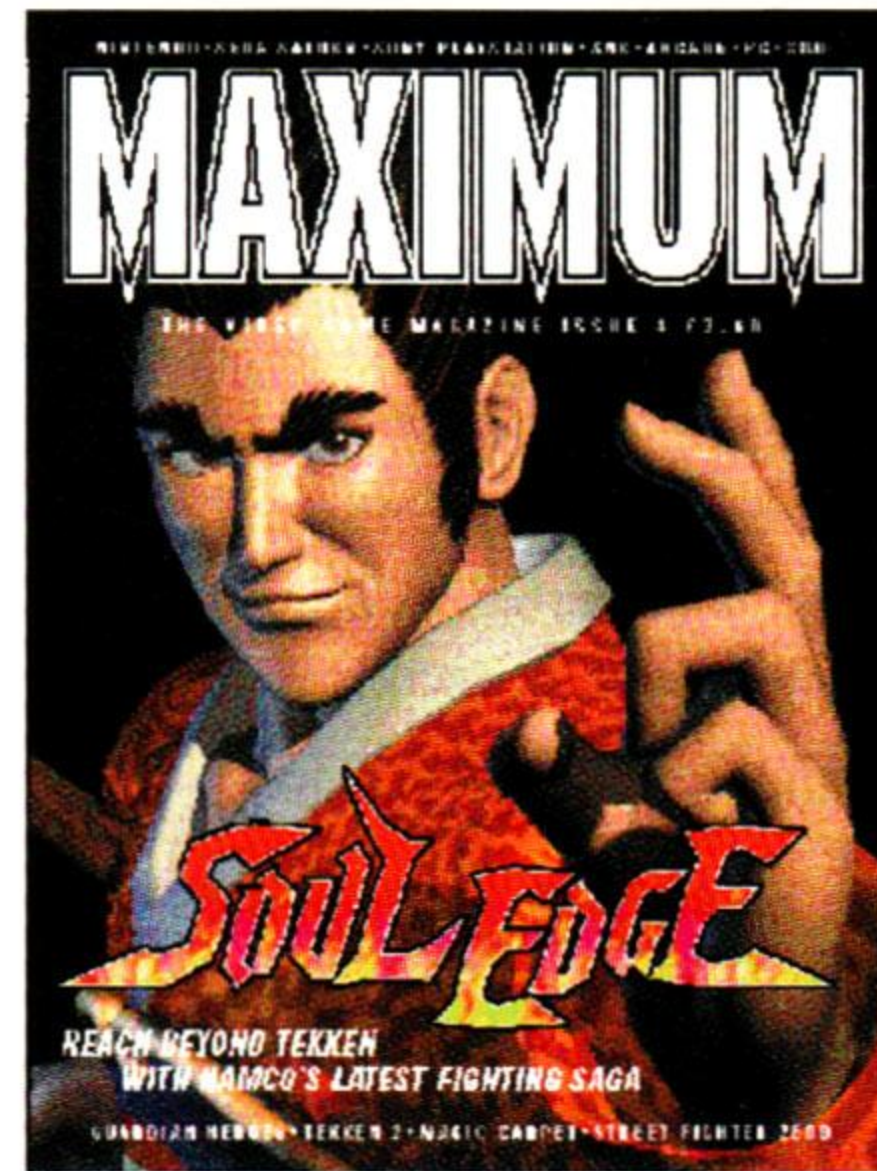
ISSUE #2 - VIRTUA FIGHTER 2

The start of the huge **Virtua Fighter 2** coverage begins here, along with the finest **King's Field 2** guide. **Hexen** gets the Extended Play treatment, as well as **Sega Rally** and PlayStation **Doom**. Even more excitement is to be gained, as our **X-Men: Children of the Atom** moves list goes into overdrive!



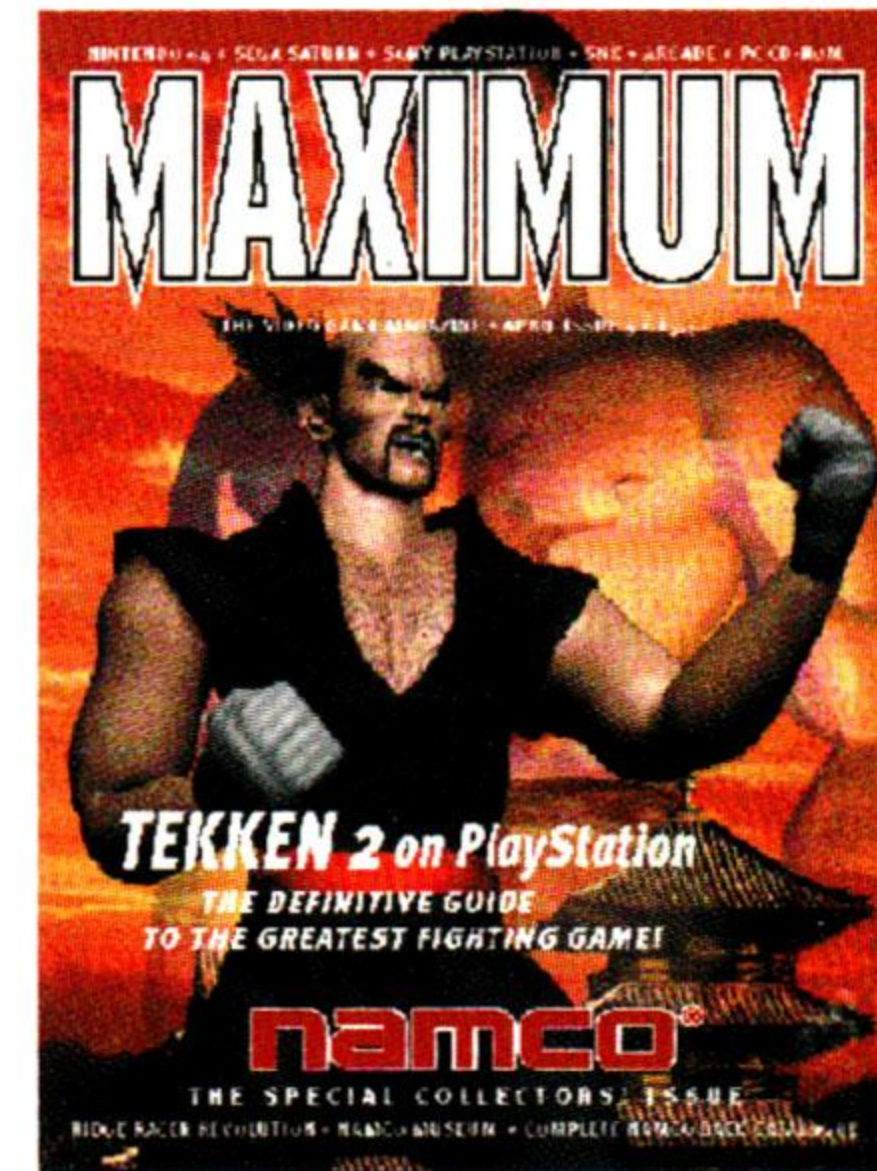
ISSUE #3 - SEGA RALLY

The fantastic Saturn **Sega Rally** revs into action, and we finish off our coverage with a chat to the development team. Then we take to the streets with Chief Hambleton's boys in **Virtua Cop**. Plus! More **Doom**, **X-Men**, **Samurai Shodown 3** and a complete moves list for the superb **Marvel Super Heroes** coin-op!



ISSUE #4 - SOUL EDGE

We check out Namco's new sword fest, **Soul Edge** in true gratuitous style. Treasure's classic; **Guardian Heroes**, also features, whilst Geese Howard returns in **Real Bout Fatal Fury**. We also inform you of all **Doom**'s secret levels! PLEASE NOTE: VERY LIMITED STOCKS EXIST SO PHONE FOR AVAILABILITY!



ISSUE #5 - TEKKEN 2

The special Namco Collectors' Issue kicks off with the largest PlayStation **Tekken 2** guide you've ever seen! 40 pages of information detailing 20 characters and a full moves list. And while we're on the subject, there's a **Ridge Racer Revolution** guide. Plus: **Vampire Hunter!** **Panzer 2!** **Gun Griffon!** **Quake!**

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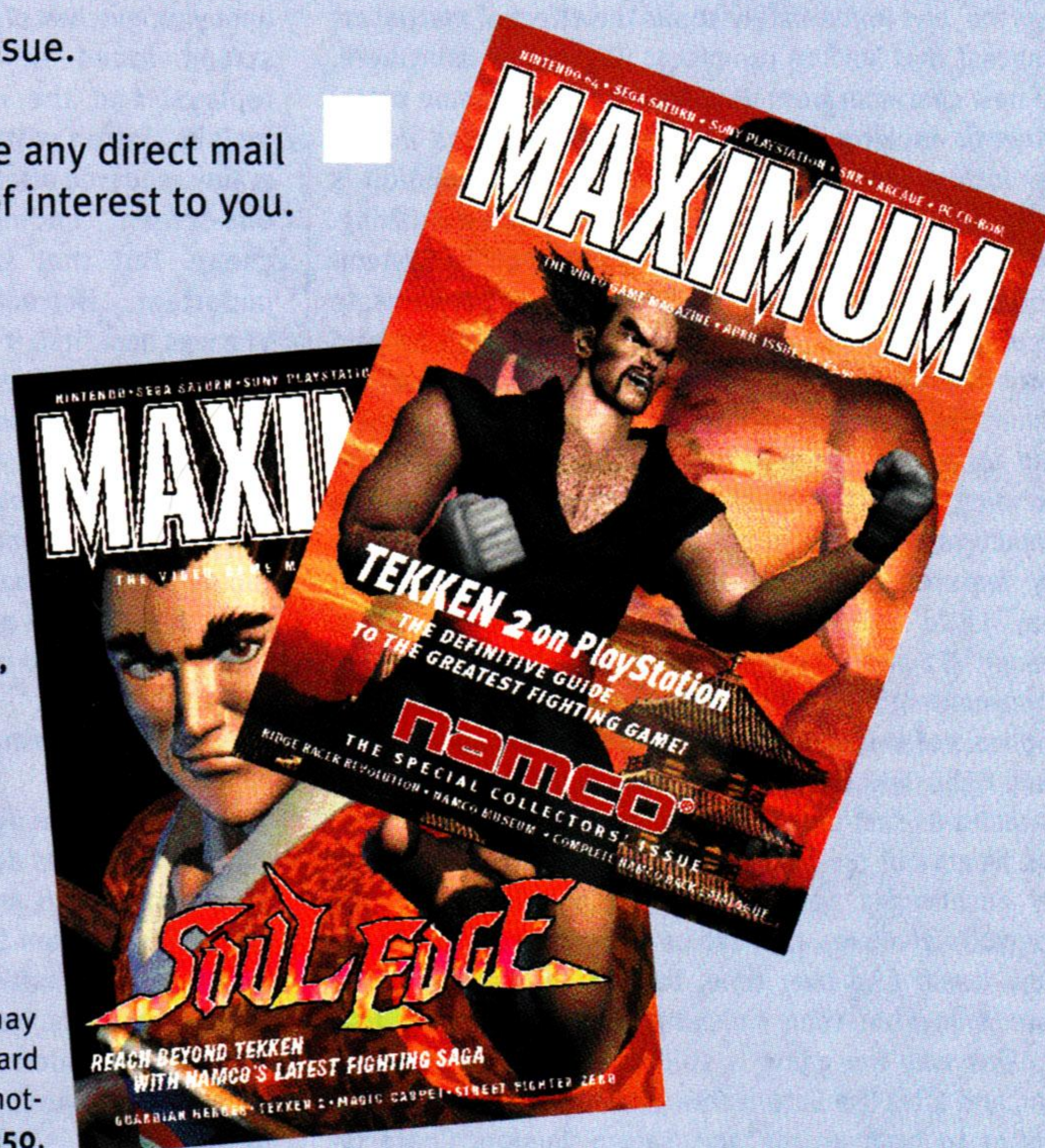
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MAXIMUM RESPONSE

INTELLIGENT DEBATE WITH OUR READERSHIP

The Namco issue of MAXIMUM prompted a fairly enormous deluge of mail to the offices, a cross-section of which you'll find adorning this page with the little number 116 in the corner. To be honest, this missives just aren't good enough - get your thinking caps on and come with some interesting points for discussion by the gaming community at large. Send in your coherent, fascinating letters to MAXIMUM Response, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Alternatively, get into Cyberspace and email us at Richard.Leadbetter@Phantas.Lightning.Co.Uk. Go on, you know you want to.

Dear MAXIMUM

Tekken 2: The greatest beat 'em up ever?
Not quite.

As a Saturn owner, I have to honestly admit I am more biased than not to VF2. But as an arcade-goer, might I say, Tekken is the best beat 'em up. Not. The game mechanics compared, Tekken 2 loses out to VF2 in every respect. The speed, graphics, resolution, scope, colours, backgrounds, characters, Tekken 2 manages to come second in every respect. On its own, Tekken 2 is a good game. But put it next to VF2, you have a slow, clunking engine of a game. Tekken 2 fans might dispute the fact. But face the facts. Tekken 2 is nowhere near VF2 in terms of sheer playability and depth. And VF2 doesn't fare too bad in every other department too. Not being a technical specs nut, I have no specs to match my facts, thus putting a big hole in my argument here. But despite that, I say without fear VF2 is a bigger, better game. Let those who can, match up my arguments. The martial arts in VF2 is authentic, more authentic looking than Tekken's. I practice martial arts-Aikido, for the record. The stance in VF2 looks accurate, and the position of the fighters more often than not, replicates the same-school of martial art rather well. Whereas, the supposedly Aikido-combined practitioner Nina Williams of Tekken, have got some pretty strange moves. Looking at her style, she's closer to Judo than Aikido. That sort of bugs me, and immediately spoils the effect of martial art fight-fest that Tekken promises. (Digressing a bit here, the new character from VF3, Aoi, does have some pretty authentic looking Aikido stances). The colours in VF2 may look a tad pale, but its because the resolution is higher in VF2. The level of detail in VF2 is astonishing. The standard Model-2 board is way ahead of the System-11 board. The backgrounds in VF2 is made of polygons, to the discerning viewer or gamer. The same can't be said about Tekken 2. Admittedly, the background ideas for Tekken are more interesting. I can't dispute that. But a little known fact is the backgrounds in VF2 shows corresponding landscape of the martial arts schools of the characters in the game. For instance, Akira's stage actually features the place where Hakkyoken originated from. Little touches like that says a lot about VF2. Though VF2 and Tekken are pretty alike in scope, that of a tournament fight, but the depth of VF2 lies in its emphasis of skilful, intelligent and strategic approach to every fight. Tekken 2 takes a more arcadey, beat-every-character-as-fast-and-as-flashy as possible approach. This wears out progressively game-play wise. VF2 actually encourages new approaches, and building up a repertoire of moves, that can be effectively utilised in the game itself. And over time, that actually grows to be more enjoyable than finishing the game itself. That explains why the game is still No.1 in Japan, after one year, and after the Saturn conversion. My argument here applies to both arcade and Saturn version. Character wise, its rather more up to the gamer. I won't say the characters in VF2 are better than Tekken 2, as it is all our personal cup of tea. But I can assuredly assert that the



character designs, and character movements are better realised than Tekken 2. Which explains why there are 10 characters in VF2 (not counting Dural), and so many in Tekken 2. Many of the Tekken sub-characters duplicate the style of the main characters, with new moves, and combined moves thrown in. Depending on how one sees it, this may count as a plus or minus to the game itself. Surely, as others might argue, the Saturn version of VF2 sucks in every way to Tekken 2 as a conversion. Nope. No way. The Saturn conversion is the best fighting game on the market. Live with it. The backgrounds may be the riding argument here. But as both of the conversions features non-polygon, parallax scrolling(I am not too sure with Tekken 2 here), that sort of renders the pluses of Tekken 2 to zero. As I said earlier, the ideas for backgrounds in Tekken 2 is much, much better than VF2, but VF2 has its reason for the backgrounds. It doesn't make them inferior to Tekken 2 at all. Speed wise, and animation level, nothing touches VF2. Resolution is pretty high for both games, so there really isn't much to bicker here. Ah, but the one thing VF2 is the overall polishedness of appearance of Tekken 2. The packaging of Tekken 2 is superior to VF2, that cannot be denied. With the pluses of FMV intros and multitude of characters, and rather more, saleable qualities of Tekken 2. That, VF2 loses to Tekken 2, in every way. Personally, I rather disliked the bugs and annoying glitches of scenery appearing at the top of the screen found in VF2's replays. And the rather insipid intro with the grainy rendered affair. The one-screen ending is cheap. But that is not important. Bottom-line. VF2 was here first. It is the first game to define what next generation gaming is all about. And it ruled.

And it still rules. Tekken 2 may be what every Sony PR people want to paint as a VF2 beater, but it simply isn't. It may sell more than VF2, and it may look a hell more attractive. And it is a pretty good game. But the Greatest Fighting Game? No way. VF2 rules!

Alex Tan Uel, via email

We pretty much agree with the gist of your letter. Basically it comes down to this: do you want an arcade-style game with ten-hit combos, unrealistic moves (Tekken) or do you fancy VF's superior realism and less reliance on committing strings of moves to memory? The decision is yours. Issue #5 was designed to pull in more PlayStation readers, hence the Greatest Fighting Game cover-line. The jury's still out in the MAXIMUM offices as to which game is better: Gary and Dave are devout worshippers of Tekken, whilst Dan and myself prefer VF2 (as does the entire staff of CVG upstairs). As it is, the entire argument is pretty pointless as Tekken is hardly likely to

appear on the Saturn and PlayStation owners have more chance being struck by lightning than playing VF2 on the Sony machine. **RL**

Dear MAXIMUM

We have bought your magazine since the first issue and we have noticed that your player's guides or "Extended Play" sections are totally naff! Judging by your player's guides or "Extended Play" section, it is obvious that you are totally crap. No offense though. Apart from that your magazine's pretty good. But it lacks one important feature, which is to show your readers how to play games. We are above a die-hard games player; we are 100% gamesfreaks who own and play on next generation consoles all day. Hence we think you could do with some help, so we're here to apply for a job as Deputy Editors (Player's Guides). So how about it. Yes or no? We are really hoping to work for your magazine and please take us seriously.

Hollis Wong

Raymond Yu, Merseyside

PS A message to the art editor, Gary Harrod from Hollis. Are you the same Gary Harrod The Street Fighter 2 master who won the Games Master joystick years ago. The one I used to admire and study your "Street Fighter 2 Expert Player's Handbook" everyday. If you are I would like to say that I'm a big fan of yours.

A mixture of sycophantic praise and slagging off tends not to get a favourable response for any magazine, let alone MAXIMUM, but the content of the letter so amused us that we included it in our letters section as an indication of exactly how badly you can go about advertising your services. Suspecting a wind-up, we laughed along until we realised that these guys were deadly serious. Those readers with pertinent points of criticism should back up their arguments, and not (as the case is here) burble away with alternate sentences of jibing and jesting. Thank you messers Wong and Yu; we had a great laugh, and look forward to your next missive. One final point, the Street Fighter legend that is Mr Harrod has asked whether Hollis will be free for a spot of dinner and perhaps a dance at a local 'nite' club of his choice (preferably 'Trade' on Saturday night?). He'll be wearing the white rose and carrying the champers. **DH**

Dear MAXIMUM,

After buying MAXIMUM issue #4 I was watering at the mouth to find out that in issue #5 there would be an Extended Play for Vampire Hunter, and when I got issue

#5 I was very, very disappointed to find a poor Extended Play, especially after the brilliant Marvel Super Heroes and X-Men lists of moves. Also you listed all the Tekken 2 moves even though some of them were in issue 2 and 3, so could you please, please, please do

another article ASAP on all the moves for Vampire Hunter for all characters.

When I got my copy of Vampire Hunter most shops I phoned said that MAXIMUM were the best mag to find out moves but I was very let down, as most of the moves aren't in the game booklet.

Andrew Clarke, Somewheresville

The Vampire Hunter Extended Play I wrote was intended as a features introduction for people who had no prior experience of the game, and not as a player's guide. For obvious reasons MAXIMUM only prints moves lists when they are absolutely necessary: for example for coin-ops or games which feature moves unlisted in the manual. In the case of Vampire Hunter the Japanese manual contains every ES and EX possible, so I can't see what you're complaining about. Unless you bought an American copy, in which case it's your own fault. **DJ**

THE ESSENTIAL BUYERS' GUIDE

REVIEWS

Just as we were beginning to write off PlayStation software, along comes two quality purchases in the same month. Adidas Power Soccer is an awesome release, and combined with Ridge Racer Revolution, there's certainly plenty for PlayStation owners to get excited about. Certainly, things can only get better for PlayStation gamers with titles like Formula One (which is excellent) and Capcom's stunning Resident Evil to look forward to.

However, Saturn owners may yet have the last laugh. True, there are monumentally bad games out there this month - but look, Panzer Dragoon Zwei is out there and it more than makes up for the likes of Toshinden "Remix" and Hang On GP. And while PlayStation owners have to wait until September to get their hands on Tekken 2, it might interest you guys to know that a potentially awe-inspiring conversion of Fighting Vipers (AM2's stab at bettering the Tekken series) is due out in October - with an official release tentatively scheduled for November.

Whilst this rivalry continues, don't forget about the PC. With Quake on the way, it could become the most desirable gaming platform of all...

MAXIMUM GAME OF THE MONTH

PANZER DRAGOON ZWEI

SEGA SATURN



Team Andromeda return with a full-on sequel to the incredible Panzer Dragoon. A full interview with the distinguished programming team begins on page 42 - but turn over a few pages to check out our views on this stunning Saturn release. Graphics and gameplay are all of the highest standards, hence the lofty Game of the Month accolade.

MAXIMUM RECOMMENDED

ADIDAS POWER SOCCER

SONY PLAYSTATION

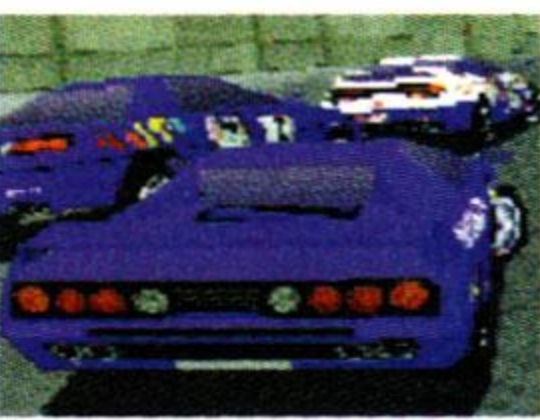
What? A football game getting an Extended Play? It's almost unheard of, but turn overleaf and you'll see why. Adidas Power Soccer is a game that oozes quality.



RIDGE RACER REVOLUTION

SONY PLAYSTATION

Namco return to official releaseville with the advent of Ridge Racer Revolution - the most rampantly playable road racer for the PlayStation.



ULTIMATE MORTAL KOMBAT 3

SEGA SATURN

MAXIMUM's disliking of Mortal Kombat is legendary, and to be honest, we still can't see what the fuss is about. Still, if you like the UMK3 coin-op, this is a recommended buy.



THE HORDE

SEGA SATURN

After the bad time we've given the 3DO in the last few months, it's quite ironic to see a Saturn recommended title being a simple 3DO port. Curious...



TERRA NOVA

PC CD-ROM

Large stomping robots have been witness to some of the best and worst videogames around. Terra Nova is very definitely in the former category. Class.



MAXIMUM RATINGS SYSTEM

- ★★★★★ A truly seminal title that's the undisputed cream of the next-generation crop
- ★★★★ An excellent release at the forefront of a particular genre, and heartily recommended.
- ★★★ A title with much to offer, but that hits wide of the mark for some prospective punters.
- ★★ A rather unappealing game that would only excite the mythical "fan of the genre".
- ★ Disgraceful leprous software that should not be allowed to rest with your collection of quality games.

SOFTWARE LINE-UP

SONY PLAYSTATION

ADIDAS POWER SOCCER	★★★★★	PAGE 118
RIDGE RACER REVOLUTION	★★★★★	PAGE 120
NFL GAME DAY	★★★	PAGE 121
NHL FACE OFF	★★	PAGE 121
EXTREME PINBALL	★★	PAGE 122
CRITICOM	★★	PAGE 122
PHILOSOMA	★★	PAGE 123
PSYCHIC DETECTIVE	★★	PAGE 123

SEGA SATURN

PANZER DRAGOON 2	★★★★★	PAGE 124
ULTIMATE MORTAL KOMBAT 3	★★★★	PAGE 126
HANG ON GP '95	★★	PAGE 126
THE HORDE	★★★★	PAGE 127
TOSHINDEN REMIX	★★	PAGE 127

PC CD-ROM

TERRA NOVA	★★★★	PAGE 128
WORMS REINFORCEMENTS	★★★	PAGE 128
NORMALITY INC	★★★	PAGE 129
BIG RED RACING	★★★	PAGE 129
WING COMMANDER IV	★★★★	PAGE 129



MAXIMUM REVIEWS

SONY PLAYSTATION

This month's selection of PlayStation wares is a mixed bag indeed. On the one hand, there is gaming brilliance in the form of Psygnosis's Adidas Power Soccer and Namco's Ridge Racer Revolution, but then we quickly descend into gaming hell, with reviews on awful produce such as Philosoma and Extreme Pinball.

MAXIMUM's reviewing system reflects the mentality of the average consumer more accurately than any other magazine's. For starters, a game is either worth buying or it isn't. There's no point giving you pages of review space on the games not worth your cash, just a small amount of coverage telling you why the game isn't worth consideration. The games that really matter get the full-on MAXIMUM Extended Play treatment, which is gaming coverage second to none. Anyway - away with the trumpet blowing, and on with the important stuff...

ADIDAS POWER SOCCER

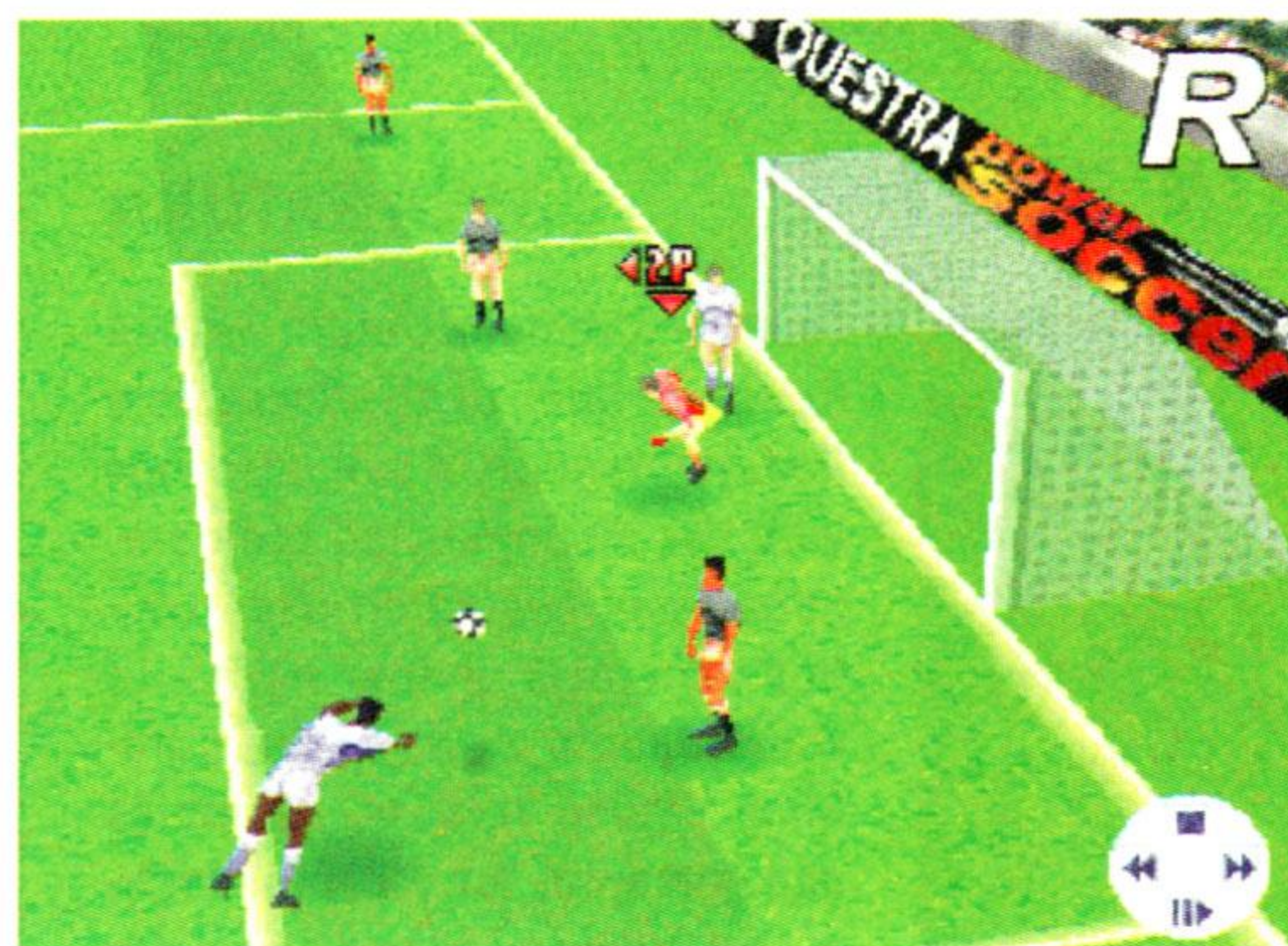
Psygnosis storm into the soccer market with a truly seminal release!

Psygnosis had a great deal to prove with Adidas Power Soccer, coming so quickly after the release of the critically acclaimed and commercially successful Actua and FIFA titles. MAXIMUM's view is that there is always room in a market for a superior quality product - and that's exactly what Adidas Power Soccer is.

In every regard imaginable, the title scores against the opposition. Perhaps the best impression you get of this when you load up the game is the astounding motion capture. Yes, Actua Soccer looked impressive with its movement and camera angles, but Adidas just looks stunningly realistic - more so than any of the competition. Yes, the running, shooting and passing all looks just as it should, but Adidas includes so much more - the rolling about in agony as a player is hacked to the ground, the reeling backwards as the 'keeper saves a powerful shot - it's all there. The players are constantly animated, not just standing there looking like lemons until the ball arrives in the approximate vicinity. Even the clutching of the privates and a nervous shuffle are clearly in evidence as a defensive wall forms to block a direct free kick.

This aspect of the title cannot be overlooked. When looking at screenshots of the game you might come away with the impression that Power Soccer isn't as visually sophisticated as say, Actua Soccer. It has to be said that the movement of the players really is the key to providing this game with its visual appeal. What is also significant is that the coders haven't opted for flashy camera angles to show off their motion capture game engine. Instead they have opted for genuinely useful views which actually work really well in the game.

All too often, motion capture can be used to the detriment of the gameplay. Some games allow you some movement, which is taken away from you as a motion captured movement takes place before control is returned to the player. This just isn't the case with



Adidas, which features the best control method ever seen in a 3D football game. The programmers appear to have seen what has worked in titles such as Sensible Soccer, Kick Off and FIFA and distilled the very best of these games into their controls. The result is a remarkably fluid game of football, where the player is always in control.

The finest PlayStation football title? Most certainly!

The artificial intelligence exhibited in the players is also spot-on. It's all very well having the perfect audio-visual engine and control system, but if the CPU-controlled players don't have the brains to go forward, seeking out their own space and beating their markers before you pass to them, the game is going to be in serious trouble. Luckily there's no problem in Adidas, as all the players do just that - just like Kick Off, although there is a radar system in place, it's not really needed. After a while, you instinctively knows where your players are going to be. And like all the great soccer games before it, instinct is clearly the key to mastering Adidas Power Soccer.

Although the motion capture and the controls are clearly the centrepieces of Adidas (and enough in their own right to get a five-star MAXIMUM recommendation), there's plenty more included in the package to make sure you really get your money's worth. Of course, all of the relevant leagues and tournaments have been included in the package - in fact all of the major European teams are all present and correct. Team tactics are also just as they



RISE 2 - RESURRECTION

Despite calling mirage three times, asking to review Rise of the Robots 2, we were unable to confirm whether this game could be given a mark. We have a completed version of the game, and are waiting for Mirage to respond. Perhaps the reason for the lack of response had something to do with the quality of the game itself, as MAXIMUM came away from an hour's playing session absolutely stunned.

We were prepared to forget the terrible atrocities the plagued the first Rise game (like being unable to jump over a foe), and instead concentrated on finding the plus points for this release. However, when the game eventually decided to load, we were treated to a horribly sub-standard Mortal Kombat clone with monsters that took our breath away.

Aside from looking appalling, the music grinds away, the PAL borders are huge and the fighting is unbelievably sluggish. When the 'action' starts, we found even more to complain about; from the unappealing scenery (where's the multiple parallax scrolling?) to the AI of the robots (they walk towards you with arms thrashing and that's it). Another main problem are the robots' design; so poor that you are unable to tell which way round some are facing. The last nail in the coffin has to be the fatalities; sub-standard Mortal Kombat affairs with little graphical punch.

Well, you weren't expecting anything more, were you? DH



should be, with every strategy available for use. Quite understated in the game's front-end is perhaps the best innovation of all - the choice between an arcade and simulation game. In other titles you might just expect the former to be a "braindead" version of the latter, with the computer taking away the "thinking" aspects of the game. In Adidas, the coders have taken the game that one step further.

The exact blend of next-generation graphics and absorbing gameplay makes this a landmark title!

Simulation is as you would expect - an excellent rendition of soccer. Arcade however, stands out as being a lot more than just a slight variation of the game. In this mode, there are thirteen "special moves" activated with a combination of simultaneous button presses, designed to produce a more immediate, thrilling version of the sport. Included is an unbelievable back-flip juggle move along with the feared Adidas Predator Shot, which propels the ball with monumental force towards the opposition's net. If you ever thought that a straight strike at the



'keeper was a guaranteed save, just try out this stragem when using a Predator Shot - the results are excellent.

Although the game is quite possibly the nearest you'll get to a perfect soccer simulation on PlayStation, the inclusion of the Arcade Mode adds an extra layer of appeal to the title. Yes, the simulation mode is great and in the long term, you'll probably opt for that instead of the more instantly gratifying arcade mode, but having the choice of either brings two radically different game styles directly to your fingertips with the minimum of hassle, which can't be bad.

Just about the only thing that could possibly go wrong



ALIEN TRILOGY CLOSE-UP

For this issue, we were hoping to bring you a close-up feature on Acclaim's rather smart Alien Trilogy, which is currently taking the Gallup charts by storm. Unfortunately, the requisite information hasn't yet arrived on our desks, but a level select has.

To choose your level enter your password as GOLVL with a number between 1 and 35 tagged on to the end. Choose 35 for the end-game sequence. Now if only we had the cheats to give you the weapons immediately. As it is, without the weapons, you get slaughtered instantly on the later levels. RL

with Adidas Power Soccer is the over-use of the Adidas license. However, although the game is clearly branded, it doesn't work to the detriment of the game. Just about the only blatant Adidas plug is a full-motion video advert during half-time, and this can be easily bypassed using the start button.

It would certainly seem that PlayStation owners are currently snowed under by good 3D soccer simulations. However, whilst FIFA's speed and Actua's bizarre camera angles count heavily against those respective titles' gameplay, there is nothing like that to penalise this Psygnosis product. The perfect combination of graphics and gameplay, **MAXIMUM** has finally found a PlayStation 3D soccer simulation with universal appeal and with the emphasis firmly on player control. That being the case, Adidas Power Soccer has the distinction of becoming the first football game we've reviewed to get the prestigious five-star award for gaming excellence.

★★★★★

RIDGE RACER REVOLUTION

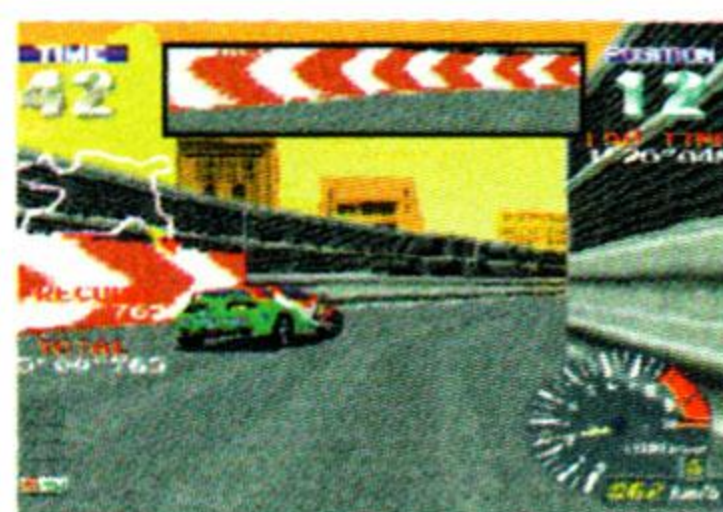
Namco deliver yet another first-rate gaming masterpiece!

RAVE RACER

The follow up to Ridge Racer 2 has been available in arcades for a while now, but as we're big fans of the fantastic System 22 visuals, we thought we'd detail it again. What sets this apart from Ridge Racer 2 is the introduction of two new courses. Whilst Ridge Racer 2 was the first course with superior lighting effects, greater car detail and a link-up option, Rave Racer granted eager driving fans the chance to drive round city and a mountain landscapes at disgracefully high velocities. A choice of twelve cars and the usual difficulty levels combine to provide the ultimate driving thrill. Although not as popular as the Sega Rally arcade game, Rave Racer has won over many fans with the sheer speed and handling of the cars, coupled with breathtaking visuals.

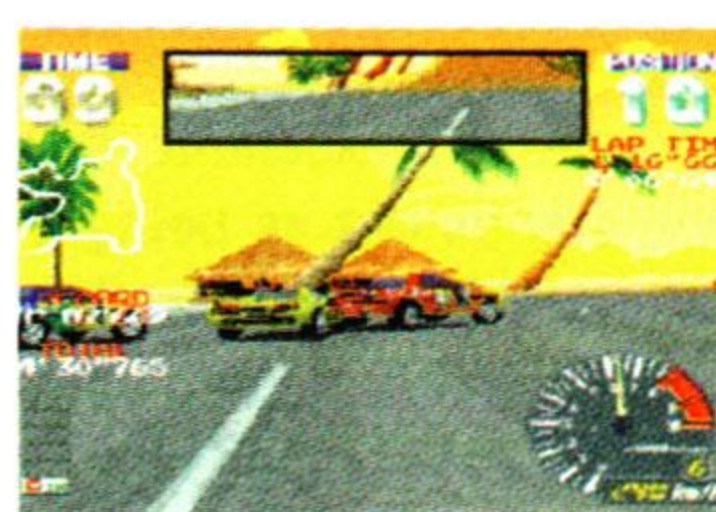
The ideal starting course has to be the city track, with a crisscrossing series of freeways flashing past smoothly whilst power stations, skyscrapers and hoardings all fly past in the background. A particular mention has to be made of the triple hill jump on the main straight; the cars slam into the ground with a marvellous feeling of weight before powersliding around a tight corner and into a tunnel section. Sharp corners, throbbing engines and the trademark European techno music marks this as one of the finest racing games yet seen.

The biggest thrills, however, have been saved for the ultimate driving experience - the mountain course. The first bend in particular was an entertainment in itself, as our leisurely drive turned into an impromptu flying lesson after our drifting powerslide was misjudged horribly. Instead of barriers, we toppled over the side of the cliff, and ended up in a dark winding tunnel that rejoined the track eventually. Suitably



The original Ridge Racer launched the PlayStation in Japan, and provided the first glimpse of the power afforded by 32-bit systems, and began to systematically convert those with 16-bit machines to the new cause. Now more than a year after this momentous launch, the sequel to the game instrumental in the PlayStation's Japanese success has finally been given a UK release; Ridge Racer Revolution is now available to buy. Many people were expecting a port-over of Ridge Racer 2 or Rave Racer, but Namco have instead delivered an all-new racing title that has not received a previous arcade release. But is it worth the bother, especially at it looks so similar to the original?

Initial signs are encouraging, and after the boot-up screen of Galaxian '88, you can immediately see the extra detail that has gone into the polygon make-up of the cars. What is also present is an all-new course, with



three distinctly different sections to race around, and this provides the main focus of the game. All the original cars are available to be driven (as anyone who's seen **MAXIMUM** issue #5's unrivalled coverage), and the entire game moves at the same pace as the original; i.e. very fast indeed. The only real difference is the handling abilities of the cars, as they tend to snap out of powerslides with greater ease than in the first Ridge Racer (a gameplay tweak made by Namco after the overhaul of Ridge Racer 2 in the arcades).

The action is smooth and intense, and has the added bonus of never ever slowing down, a problem which proved to be a slight annoyance in the original offering. Glitching and track updating have also been reduced to a barely noticeable minimum, mainly due to the construction of the track, and this makes your gaming pleasure all the more entertaining.

Ridge Racer Revolution also has many other features



to recommend it, and these add a great longevity to the title. Once you've mastered all three of the tracks, you have the option to select bonus cars, race against secret cars (three supernatural vehicles that can eventually selected), race backwards (and mirrored) versions of the three tracks, change the time of day, engage the spinning point mode, change your viewpoint and race in the awesome buggy mode. All these extra features can't really be faulted in **MAXIMUM's** opinion, and show that by perseverance you can gain many extra weeks of playability from an already outstanding title (a fact duly ignored by many other reviewers). Add to this a simply superb two-player mode (arguably the finest seen on the PlayStation) and you have a well-rounded and supremely playable racer that is a delight to behold.

This is essentially Ridge Racer with an all-new track, and providing you've enjoyed the original immensely,



you should have no trouble taking to the sequel. The only main problem is the lack of tracks, but if you can put up with this (especially due to the wealth of extra options), and the presence of slight onscreen borders, you'll have numerous weeks of intense gaming fun. This is the most important point; Ridge Racer Revolution is an instantly playable arcade racer that oozes options and playability coupled with the joy of two-playing frenzy, and duly receives an unequivocal **MAXIMUM** recommendation. **DH**

★★★★★

NFL GAME DAY

The first Grid Iron game hits the Sony machine



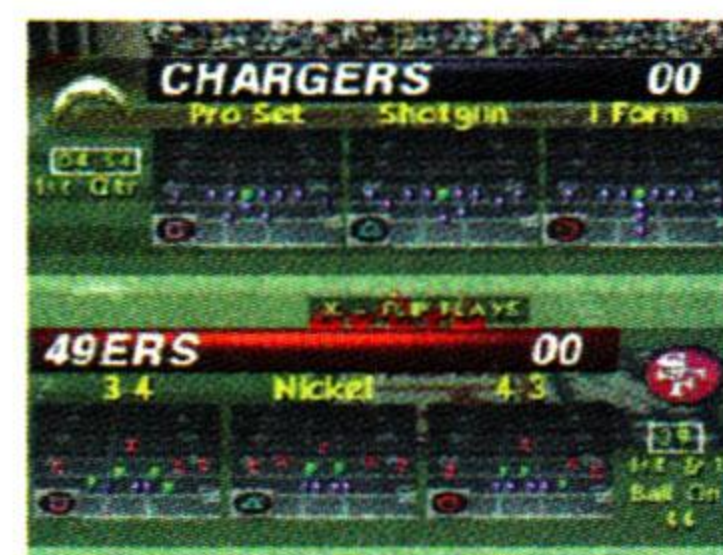
Sony's first official American Football game has finally landed fresh from development in the US (naturally), and is set to go head-to-head with the forthcoming John Madden effort. For the moment this is the only American Football simulation you can buy, and the credentials of the development team are in no doubt; but ultimately, does the rough and tumble and the fever pitch excitement of the game receive an accurate translation onto the PlayStation?

After the uninspiring introduction CG introduction, the game itself begins to chug into view once the horrendous loading delay finishes, and you are treated to a comprehensive options screen that helps you along with becoming too confusing. Of course, all the stats, teams and information is there for you to ponder over, before the game itself begins (after the obligatory loading tedium). As the camera sweeps round and the players glide into view, you begin to realise that this game must be relying pretty heavily on the gameplay side to win you over; that scaling sprite players are somewhat jerky and very 16-bit; moving without the motion-capture that we've come to expect from the likes of Adidas Power Soccer and Actua.

However, on this particular occasion, this plan of

playability over graphics seems to have worked, as this plays quite a mean game of American Football without ever becoming bogged down in horrific amounts of tactical decisions. Choosing your plays and executing them are very straightforward, as is the flicking of your squad both before and after the play action. This playability is further added to by the intelligence of the CPU footballers who try to execute your plays even at the height of fourth quarter tension (or even when you've fumbled the ball (again) and are running the wrong way down the pitch), and despite some obscuring camera angles, the game plays more than adequately, and sometimes actually becomes fun and enthralling; particularly in two player mode. This is highly accomplished but graphically impoverished title from Sony's US stable that should appeal to those sports fans not seeking next-generation visuals. **DH**

★★★



ashamed at our driving skill, we vowed to retake the lead, and stormed through the slower drivers with ease. This course, with the bridges over a ravine and narrow tracks, is the perfect showcase for powersliding, and this can be achieved by slamming on the brakes, twisting the wheel and hoping for the best. Every corner is perfect for swerving followed by a swift fight to control the car. This is a simply marvellous arcade driving simulation with much to offer both the inexperienced and master player (depending on which course you pick), and with the bigger arcades offering a four way link-up bonanza, you should ready yourself for a brilliant driving arcade race. **DH**

GALAXIAN 3

Upon entering a small tent, we were treated to one of the largest gaming screens ever seen. With room for six players sitting on a gunner's chair (complete with a millennium falcon-style cannon), we begin our mission, and were treated to some of the most fantastic spooled visuals ever seen. This is best described as Starblade - The Next Generation, as all the player is required to do is to point and shoot at enemies throughout the dazzling visual experience. There's no control over your flight path, but the enthralling graphics are an excellent attempt to hide the superficial gameplay. This is an ideal arcade shoot-em-up; as it features huge polygon ships and mammoth mother bases, but **MAXIMUM** has severe reservations regarding the suitability of such a release on the PlayStation. Find out what we think about the home version very soon... **DH**

MAXIMUM note: Of all the current arcade titles mentioned in these side texts, only Galaxian 3 is scheduled for PlayStation release.

NHL FACE OFF

Do SCE feel 'pucky'? Well do they... punk?



Another Sony-only product, thus leading unscrupulous video game hacks to think that Sony are enabling in-house teams to swamp the market with sports titles whilst third party software gets 'delayed' in a debugging frenzy (note that NFL Game Day is the only American Football title currently on the market). With NHL, you are given an Ice Hockey game that looks very similar to the graphics of the Football game, as after the unremarkable CG introduction, there's the now familiar loading time followed by comprehensive options aplenty. Once the game begins in earnest, there becomes a sneaking deja vu feeling that you've played this Ice Hockey game before, as it shares remarkable gameplay similarities with EA's hockey games of yesteryear.

Since the EA efforts were at the pinnacle of Ice Hockey gaming achievements, it isn't surprising that the game mimics such quality gameplay, but with this PlayStation

version, **MAXIMUM** was expecting a tad more excitement, coupled with dazzling visuals and more hockey-stick related violence. True, the game speeds along nicely, with your skaters weaving their way, pushing opponents and attempting to slam in a puck, but ultimately, the game offered little in the way of excitement. The 'enhancements', such as four separate camera angles (three of which are next to useless) and the fantastic PlayStation sound capabilities are certainly not utilised to the full here, and the whole ensemble reeks of 16-bit-ness. It is indeed ghost of the Mega Drive that haunts this particular title, and those with any other Ice Hockey game aren't likely to find much extra here. **DH**

★★



EXTREME PINBALL

Invest fifty quid on four elderly pinball tables!



The **MAXIMUM** team weren't even aware of this particular title until it turned up in the post one day, completely packaged and out in the shops! Electronic Arts must have worked pretty hard for this state of affairs to take place but when you see the game in action, it's easy to imagine why.

Programmed by the development house behind the likes of Desert Strike and Jungle Strike (High Score Productions), Extreme Pinball sets out to provide a totally authentic game of pinball - nothing more and nothing less. In fact, calling it "Extreme" Pinball might be a tad misleading, because there's nothing extreme about it.

Even the tables themselves (there are four in all) offer nothing that you wouldn't find on the ordinary box standard pinball table. Even the sound effects have been

sampled to sound just like an ordinary pin-table. Fine.

Three problems spring to mind here: firstly, would you really invest three hundred pounds in a games console to play a game of pinball? We suspect that your answer would be in the negative. Secondly, the PAL conversion is atrocious, with very visible borders. And finally (and this is the most serious criticism), the tables on offer in Extreme Pinball are just too dull. Take a look at the latest pinball tables and you see very flashy, licensed affairs with lashings of special effects and sampled sounds... all of which you won't find in Extreme Pinball.

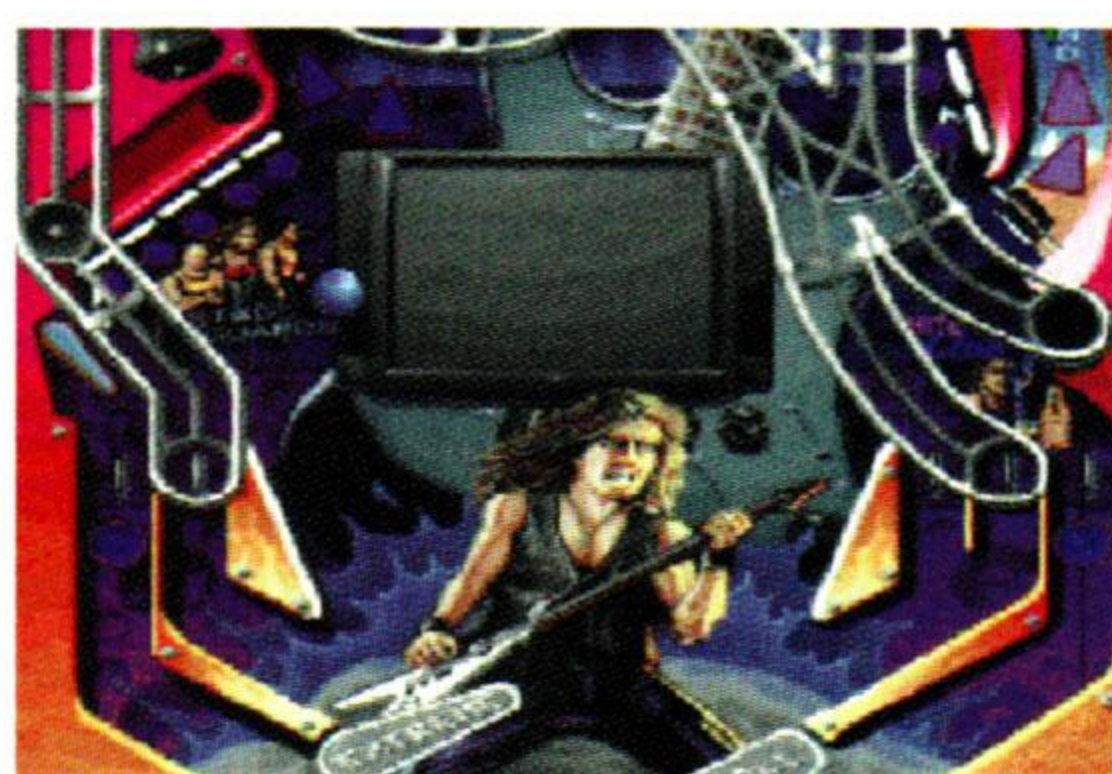
As a simulation of 20-year-old pin-tables, Extreme Pinball succeeds admirably, but the question is, is it really worth it? We doubt it, somehow. **RL**

★★

PROP CYCLES HIT LONDON!

Now available to play in Namco's London Wonderpark is the fantastic new arcade title; Prop Cycles. Straight from Japan, all the new Namco coin-ops receive a test both here and in the Wonderpark in Sheffield, and the latest release is no exception. Prop Cycles is an excellent arcade flight game, but bears more of a resemblance to Pilotwings '64 than any of the other Namco System 22 coin-ops. As previewed in issue 5, Prop Cycles places you in control of a wooden bicycle with wings and a propeller, with the object of the game being to fly about a stupendously detailed valley landscape, running into balloons. Once all are collected, you progress onto the next stage.

What sets this apart is the fact that you actually have to pedal the ship yourself; you are mounted on a bright yellow exercise bike, and to further add to the illusion that you're really flying a mediaeval prop cycle contraption, there's even a fan that blows air at you once you've begun your furious pedalling excursion. The controls are great, allowing you to stall your copter and dive, as well as pedalling up into the sky to gain speed. Prop Cycles is a superb way to fly, and although the life-span of the title is somewhat limited (with only three arenas to collect your balloons in), you'll have great fun zooming about the skies. **DH**



CRITICOM

Let the deluge of second-rate 3D beat 'em ups begin!



The first 3D fighting produced after the landmark titles of Toshinden and Tekken has finally been granted an official release via Vic Tokai and Virgin Interactive.

As you can see for yourself from the screenshots, Criticom is based very much on Toshinden, with large, very colourful, very detailed fighters battling it out in rings (Virtua Fighter style). There's very little we can add to describing Criticom, because you will have guessed it all ready - there's a choice of characters, each with special moves, plus each of them has "taunts" (small snippets of sampled speech) they tend to trot out in quite a repetitive manner.

Despite having better graphics and two levels of special moves for each character, Criticom is a singularly unimpressive release. Although the graphics looking great in still shots, the animation is laughably bad in

places (yes, worse than Toshinden's and light-years behind Tekken) and the moves themselves are totally unexciting.

As it is, because it's taken so long in coming out, Criticom has become something of a totally redundant purchase. Zero Divide is out already (and although it isn't stunning, it's far better than this) and 3D fight fans awaiting their next purchase will be going for the infinitely superior Tekken 2. Our advice is to leave this on the shelves... **RL**

★★

PHILOSOMA

Incredible FMV visuals coupled with tedious gameplay!

First released in Japan some seven months ago now, SCE's *Philosoma* was a greatly anticipated title. Originally conceived as being "kind of like R-Type, but you get 2D and 3D views", this was seen by many as a breakthrough title for Sony's own development labs, which had so far failed to impress with their wares for their own machine.

Upon viewing the game we were extremely disappointed with what we saw, and that disappointment is all the more pronounced by the fact that Sony have chosen (for some reason) to give *Philosoma* a European release.

Before we get all negative and tell you exactly why this lacking title should be left on the shelves, we'll tell you the one saving grace of the game. The full-motion video aspects of the game are untouchable, with some incredible rendering showing you move from one area of the game to the next. These visuals are in the same league as *Tekken 2*'s intros and endings, such is their brilliance.

A shame then that the game should be so dull. A mixture of 2D (side-on, vertically scrolling) and 3D (move "into" and "out of" the screen), *Philosoma* offers gameplay harking back to an archaic age of gameplay. The graphics in-game are appalling and the lack of excitement



ment generated by the game is immense. Also, the perspective on the 3D sections is very odd, making for some very frustrating gameplay. However, despite this, it's still pretty easy to complete if you persist.

In fact, it's quite odd but **MAXIMUM** had more enjoyment from the imported *Gradius Deluxe Pack*. It might not look quite so flashy, but in terms of playability, it canes *Philosoma* with little effort. **RL**

★★



OTHER GAMES HIT THE WONDER PARK! ALPINE RACER

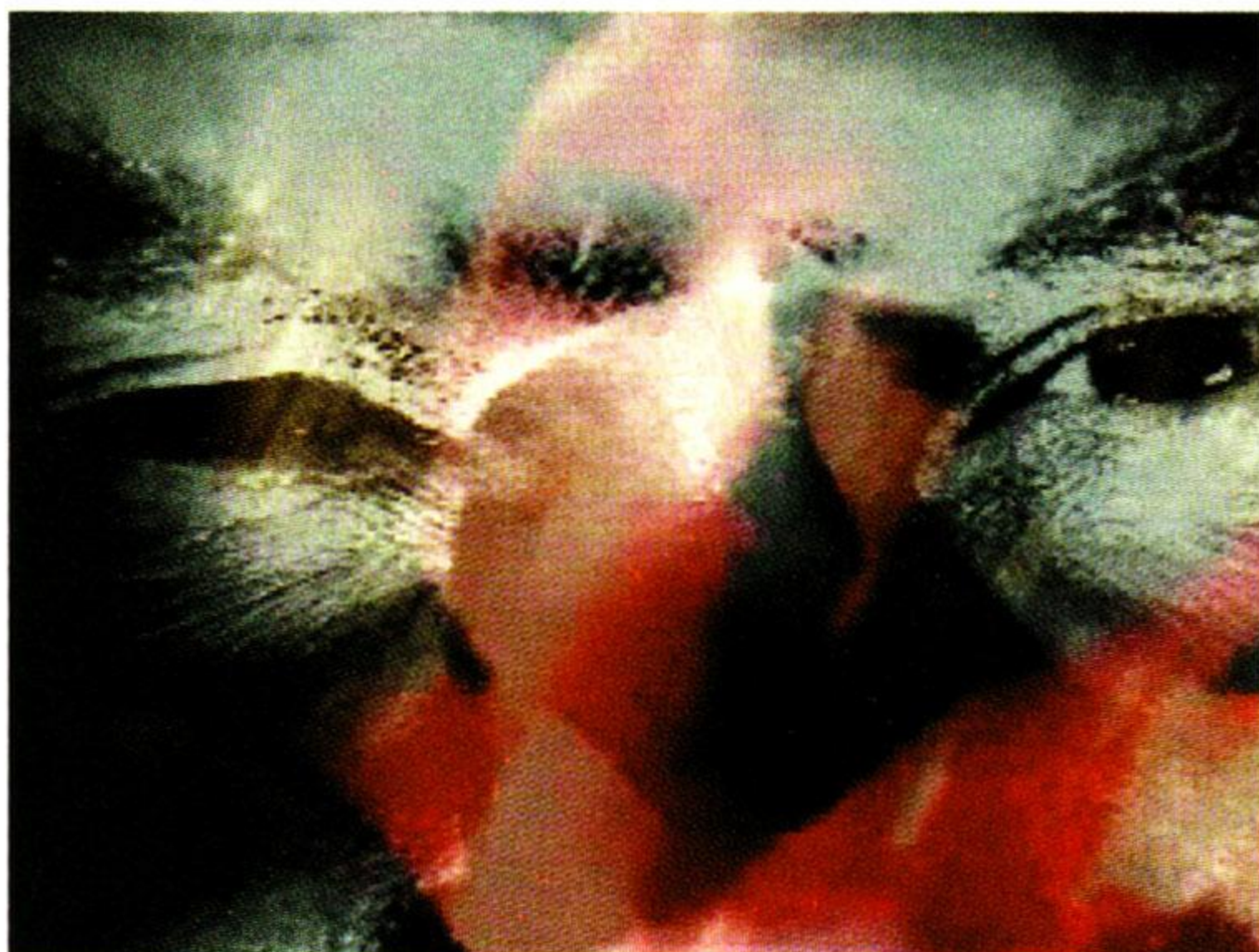
Yes, we know the game has been available in larger arcades for months now, but it hasn't received the coverage it deserves; partly because there are no plans for a PlayStation conversion, but mainly because it involves the participant swaying from side to side whilst skiing down a variety of cunningly-designed slopes. Although advertised on a hoarding in RRR, the game remains confined to bigger arcades due to the vast nature of the cabinet - try fitting a 50 inch projection screen and life-size skiing apparel in 'Honest Ernest's video games emporium' and you'll see what we mean.

Moving onto the game itself, we clambering into the skiing boot holders and swayed our collective buttocks in the air. Getting the feel of the controls, we began the slope of terror, and quickly found that some degree of competence was required in order to avoid a terrible tumbling disaster. Those who have skied previously are at an immense advantage here, as the swaying is initially confusing for the amateur player, but once you've wasted a couple of attempts trying to weave around the course flags, the motions of swaying become easier.

There are three courses to choose from, and a wealth of background and foreground detail (from zooming under a bridge with a freight train passing overhead to a cavern system with rock pillars to dodge between) ensure whoops of excited delight from those taking to the piste. An entertaining title, but one that fails to hold long-term interest due to the straightforward nature of the courses. Namco seem to have marketed this one for customers who infrequently partake in the arcade experience (such as those frequenting bowling alleys who have a bit of spare change), as the true fanatic should have one licked in no time, providing he or she has experienced the real thing. A link up option between machines would have done wonders as well. **DH**

PSYCHIC DETECTIVE

No need for mind-altering drugs with this title!



The trickling dirge of 3DO port-overs are continuing to moisten the PlayStation, and as one might expect, most of them are mediocre efforts. However, one particular strand of 3DO title hasn't so far surfaced; until now that is. Such was the apprehensiveness of this particular release, that the entire **MAXIMUM** team raced for cover, pressganging the Senior Writer into reviewing this joint FMV American adventure from Electronic Arts and Colossal Pictures. The results of this unholy alliance have spawned one of the first baying mutations that is... an interactive adventure. It is with a feeling of immense dread that any reviewer plays a game of this type; well aware that the past years haven't been kind to the gamer in this regard. At first glance, it appears that *Psychic Detective* has suffered at the same hands of the same madmen (usually third rate American directors who profess to know what the 'kids' want).

The plot is simple; you are part-time prestidigitator and psychic sleuth Eric Fox, drawn into the web of intrigue whilst on a case to solve the mystery posed by a strange soviet lady known as Laina Pozok. However, this a cheesy FMV travesty with a difference; as Eric may continue his investigating through the minds of other suspects due to the amazing psychic powers he possesses. This means that to put two and two together, you must



constantly hop from one mind to the next, whilst at the same time avoiding psychic traps and experiencing all manner of mind melding visuals.

EA have obviously tried a new approach, incorporating a more 'adult' storyline, as the FMV has all manner of visual strangeness coupled with great dollops of blood and a dab of nudity, all of which should hopefully entice you into the world of interactive magic. Unfortunately, it fails on this count, as despite some rather clever warping effects, this is the usual 'play once and forget forever' affair. You certainly won't want to bother wading through the FMV (and three CDs) a second time, despite the novel approach to a blighted genre. **DH**

★★



MAXIMUM REVIEWS

SEGA SATURN

The releases for the Saturn this month are something of a mixed bag, with gaming excellence taking the fore in Team Andromeda's Panzer Dragoon Zwei - a shoot 'em up that has taken up a vast amount of MAXIMUM's time this month, as our five-page close-up feature on page 40 proves. Two other quality titles also worth checking out include GTI's impressive Ultimate Mortal Kombat 3 and BMG's Horde conversion. Other than that, there's very little to get excited about and it has to be said that we're awaiting announcements of AAA grade software: yes Virtua Cop, Nights and Fighting Vipers are going to be awesome, but when are they coming out exactly? And what is there to look forward to in the meantime? Hmmm...

PANZER DRAGOON ZWEI

The graphical capabilities are... Awesome!

VIRTUA FIGHTER KIDS

More news on the forthcoming Virtua Fighter Kids, which is now best described as a kind of VF2.3. Although it's the older version of the game, there are some unique features that have never been seen in the previous VF games! The characters' faces now have expressions according to the action on screen. So if the player is getting a pasting, the characters show an agonised face and so on. There is also a short instant replay feature. As soon as an awesome move is successfully executed, the instant replay comes into effect, repeating the same technique but from a different camera angle. The speed of the play has also been increased. This is a game with the potential to boost Sega's reputation within a new market... YH



Over the course of the past twenty years shoot 'em ups have earned themselves something of a reputation for being the most repetitive genre of videogame in the industry - not just from level to level but from title to title. Horizontally or vertically scrolling, isometric or 3D, they all follow the same predetermined pattern of wave after wave of all too familiar destruction, topped off with a nice big boss. From R-Type to Galaxian 3, shoot 'em ups (by and large) offer simplistic game mechanics combined with a limited, linear exploration of the game environment that does indeed make for repetitive gaming. There's no point moaning. It's just the nature of the beast.

The original Panzer Dragoon came under heavy criticism for this very reason. Because it was one of the Saturn's spearhead 'killer apps', people were expecting more than just a Space Harrier clone with (admittedly major) cosmetic surgery. Though it was an undeniably spectacular experience while it lasted, seven linear stages 'on-rails' with fixed enemy patterns and a relatively low difficulty level meant that most competent gamers had seen all there was to see after just a few days' play. So it was time to consign the old dragoon forever to the depths of the games cupboard, eh?

Well, no. Because Panzer Dragoon was, and still is, incredible fun to play. You see, for all their many limitations (indeed some might argue *because* of their limitations), shoot 'em ups provide some of the most intense, satisfying, reaction testing, adrenaline pumping action around. Admittedly when a shoot 'em up is done badly it can plum new depths of travesty (witness the shambling deviant melon farmer of a game that is *Stahlfeder!*). But when a shoot 'em up is done well, it can ascend to new heights of joy. And Panzer Dragoon Zwei is a shoot 'em up done very, very well.

The first thing to hit you is undoubtedly the mind expanding graphics. The CG FMV intro sequences are

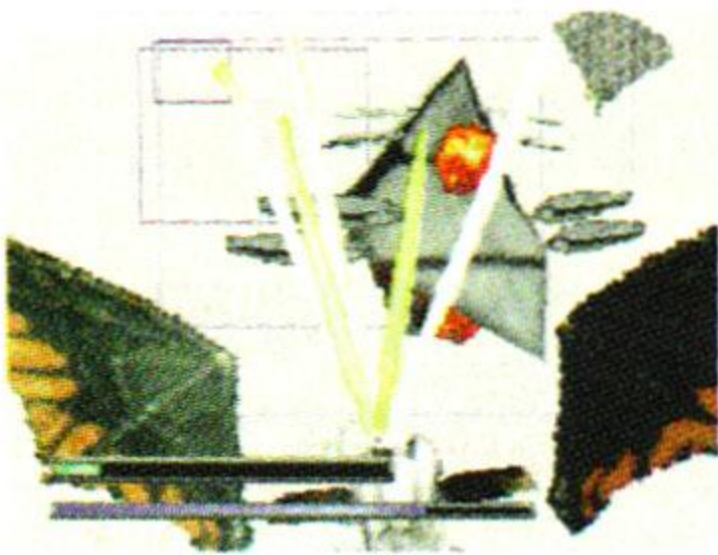


predictably stylish, but start the game and prepare to hear the collective sound of multiple jaws dropping. It's a cliché, but you really can't appreciate the phenomenal quality of Panzer Dragoon Zwei's animation until you actually see the game in motion. Seamlessly blending texture-mapped polygon enemies and scenery with sprite-based objects and projectiles, Team Andromeda have taken 3D graphics to the next level and beyond.

While the original Panzer ran at an impressive 20 frames a second, Panzer Dragoon Zwei runs at an incredible 30 frames a second with a great deal more detail. The way your dragon runs and flies is incredibly realistic, and the sensation of speed and height generated is second to none. What's more, thanks to the advanced polygon technology, the giant bosses get right up close to the screen whilst retaining all their detail and fluidity, creating a convincing sense of their overwhelming size. You really do feel like a tiny insect up against some of these bio-mechanical behemoths! This all goes to contribute towards a truly coherent environment that, from the lush forests of episode three to the giant floating galleon of episode six, suspends the player's disbelief and immerses them in the beautiful and deadly world of Panzer Dragoon Zwei.

To compliment the visuals this sequel also includes an excellent (though not as excellent as the original) orchestral soundtrack that thanks to the 'on-rails' game structure flows in accordance with the action. Listen to the music swell as your dragon takes flight for the first





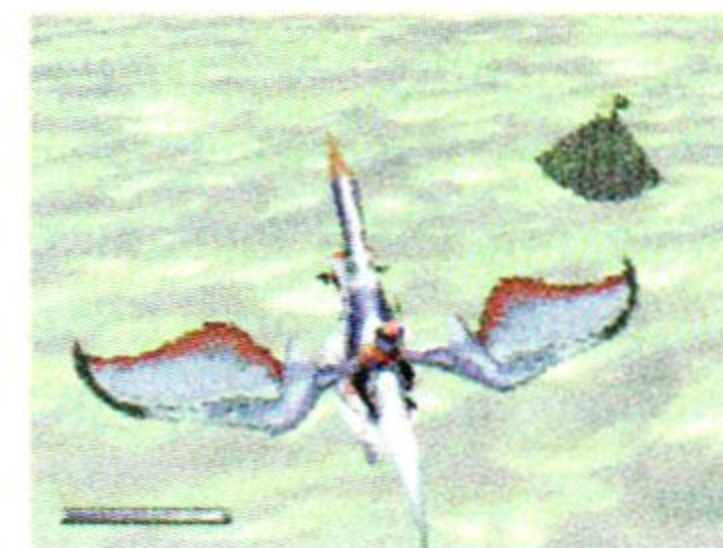
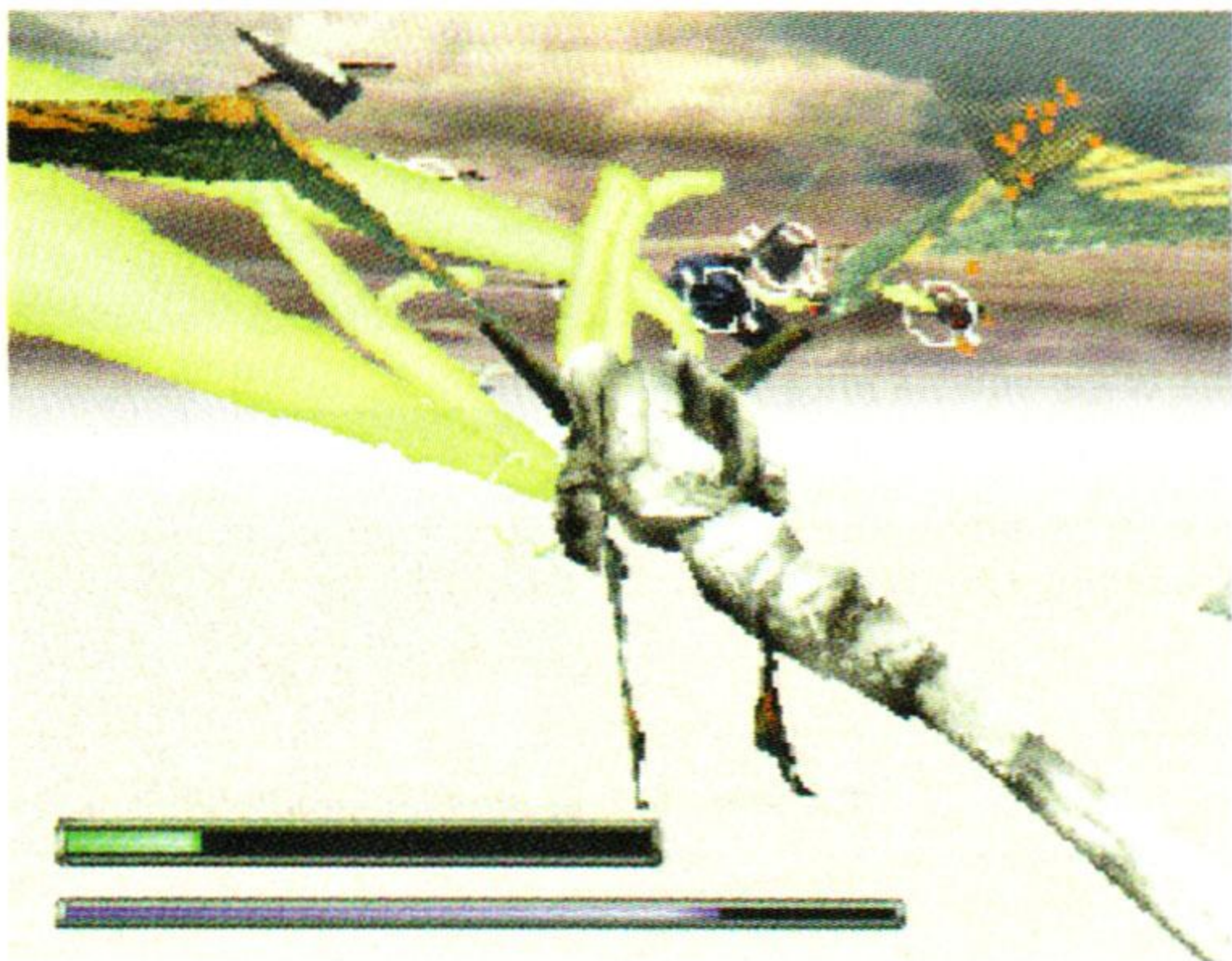
time, or fade to an ominous silence as a large boss approaches. The sound effects are also suitably impressive, with chunky explosions, screeching enemies and a nice line in swishing laser noises.

Like its predecessor Panzer Dragoon Zwei is 'on-rails', meaning that while the player has relative freedom to move within a two screen wide area, the path they take through the level is mostly predetermined. This system is the basis of any scrolling shoot 'em up, and although much maligned, the game simply could not function any other way. Using the d-pad and shoulder buttons the player has the ability to view the environment from literally any angle, and this aiming freedom is crucial to combating the ceaseless onslaught of Empire cannon fodder. In a way the rails system actually adds to the excitement as it has allowed Team Andromeda to inject an unprecedented level of theatricality into the proceedings, includ-

experience, and the debris ridden explosions only add to the effect.

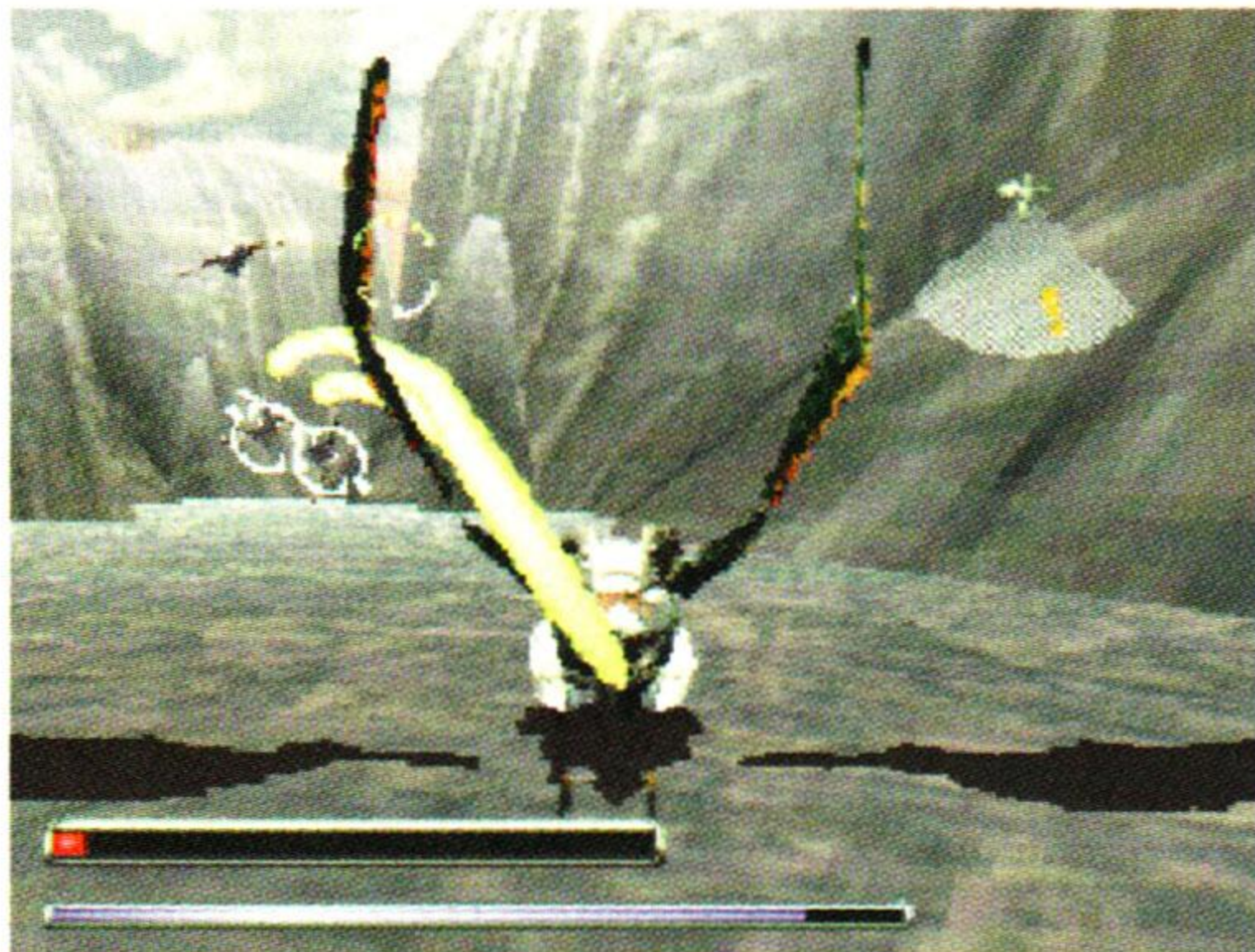
In order to combat criticisms of the original Panzer Dragoon's linearity, and to add extra longevity and depth to the game, Team Andromeda have fashioned multiple routes through three of the game's seven episodes, complete with a secret final boss (should you earn it). These routes are not merely variations on a theme, but instead offer entirely new sub-sections complete with individual

TEAM ANDROMEDA STRETCH THE SATURN'S VISUAL PROWESS TO THE LIMITS! AN UTTERLY BRILLIANT GAME - SEEING IS BELIEVING!



ing several truly incredible cinematic boss sequences that continue to amaze even weeks after they've first been witnessed!

But no matter what the technical innovation a shoot 'em up depends heavily on its gameplay, and thankfully once again Panzer Dragoon Zwei comes through with flying colours. The 360 degree aiming technique coupled with the twin weapon pistol/laser system makes for fast paced yet astonishing accurate blasting. While the game is incredibly hectic (especially on the later levels) with practise you can still dispatch the many hordes of enemies with surgical precision. The whole process of locking on to a wave of multiple enemy craft and then taking them all out with one laser burst is a strangely satisfying



mid-level bosses! They also act as the game's innovative difficulty system, with players selecting the route best suited to their ability, and upgrading to a tougher path as they become more proficient.

Choosing the easiest set of routes, most competent players will complete the game in just a few days, but earning the Type_1 dragon takes a while longer, and the ultimate challenge (obtaining 100% shoot down ratio on every level) should push even the most hardened gamer to their very limits. And then there's Panda's Box...

It has to be said that **MAXIMUM** was overwhelmed with the amount of secrets Panzer Dragoon Zwei holds in its many megabits. Constant play was rewarded with a gradually increasing multitude of hidden options which included ten (count 'em) dragons, multiple endings and a selection of CG 'making of' FMVideos. These features really do provide motivation to master the game, and keep you playing long into the night, just to get that last 100%!

In case you hadn't gathered, we rather like Panzer Dragoon Zwei. It positively laughs in the face of any competing PlayStation 3D shooters. The fact is, if you saw this game in an arcade you'd be impressed, but on a Saturn... let's just say that Sega well and truly have themselves their next killer app. Saturn owners rejoice - the dragoon has landed. **DJ**

★★★★★

THE RETURN OF OLD GAMES: PART 3

Last issue we reported on the growing trend of big name companies releasing their old arcade classics on the next gen consoles. Sega have followed Namco and Williams' nostalgic trips with a batch of their mid-80s line-up going under the new brand name of Sega Ages. However, the games will not all come on a compilation disk, being released individually at a lower price point. Sega believe that their older games are better than the competition's, so they can get away with this. The games that are to be given a new lease of life on the Saturn are as follows:

July: Space Harrier

August: After Burner

October: Out Run

Sega are concerned with getting the games arcade perfect so there will be no tweaks to the original gameplay. The games will be cheap and should retail around Y3800 (£20) each. The original Shinobi would have been nice too... **YH**

ULTIMATE MORTAL KOMBAT 3

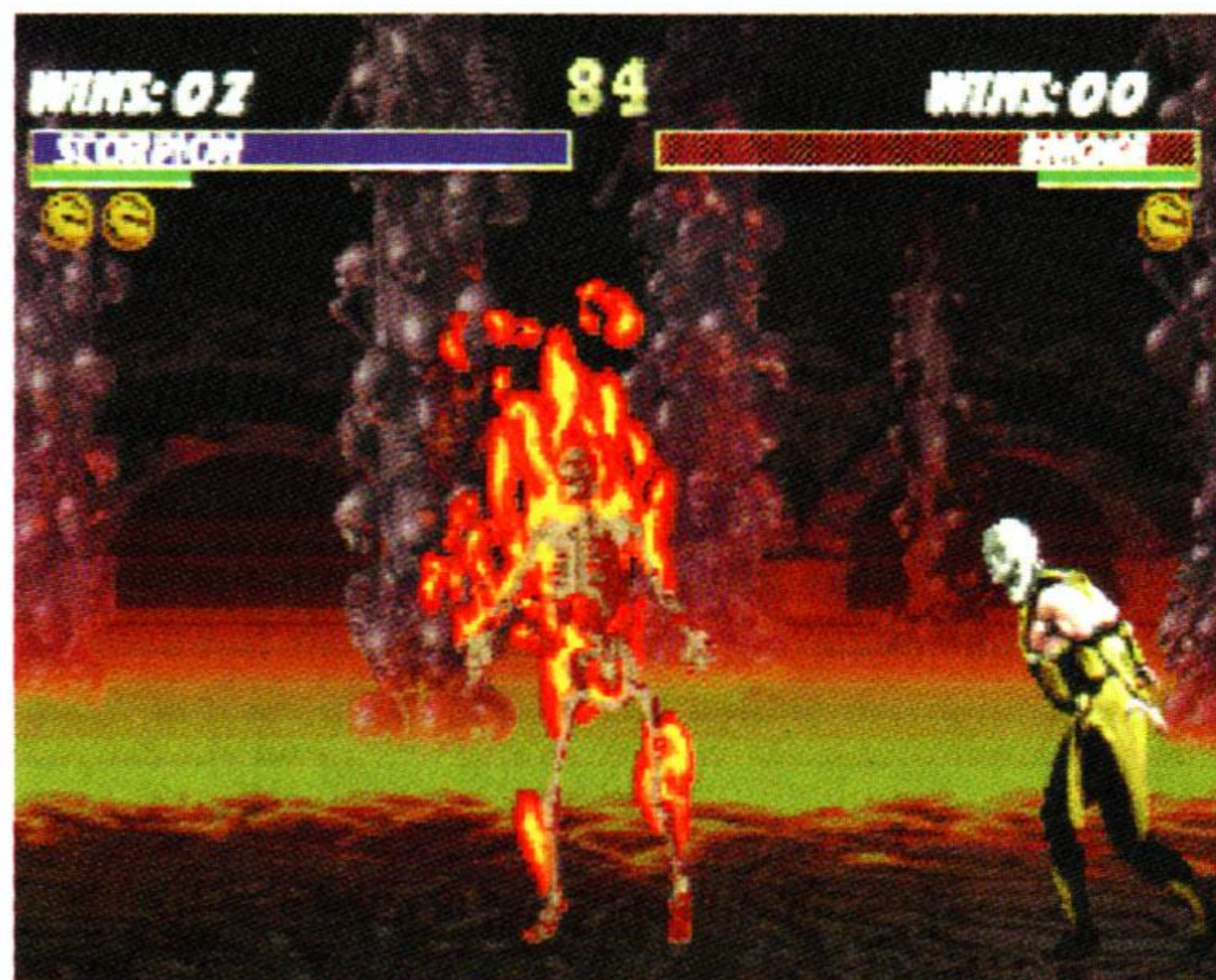
Yes it is better than the PlayStation version...

SATURN PRICE CUT BONANZA

It's official: Saturn has come down in price to £249 for a three week period over Easter and this price is likely to remain in force for the foreseeable future. However, these are original Saturn units being shifted - not the new, cheaper S1 model which sold over 70,000 units in one week in Japan. The S1 is coming though and this could well pave the way for the £199 Saturn MAXIMUM predicted, although Sega Europe still aren't sure that they can afford it.

That hasn't stopped Special Reserve from putting together some utterly astounding Saturn packs. How does a Saturn with VF2 for £260 sound? Chuck in Panzer extra and the price goes up to the still very reasonable indeed £280. Just a Saturn with Panzer retails for £250 and the basic Saturn on its own is selling at £230.

Sounds incredible eh? Well Sega have been quick to put out that "the tide is turning" and this would seem to have been borne out by our discussions with retailers. One prominent Oxford Street retailer reckons that PlayStation/Saturn software is currently selling at a 1:1 ratio... **RL**



Mortal Kombat is a game that arouses some particular loathing from the MAXIMUM team, but we find it very hard to find fault with this conversion of the latest arcade offering. Despite being insanely popular in all of its myriad incarnations, none of us have ever really understood why it is so popular - the digitised graphics started out looking unconvincing, poorly animated and dull and the gameplay never truly compared with the contemporary Capcom produce. What MK does provide is plenty of gore supplied in a comedy manner, thanks to the now infamous "fatalities" and this is itself was enough to make the original something of a success story.

Over the last few years three Mortal Kombat sequels have been released, each adding to the gameplay and introducing gameplay mechanics which take the series some way into the heady realms of decent playability. MK2 was a slight improvement and the third game was better still, but only in the recently released Ultimate Mortal Kombat 3 have Midway finally released a fully-rounded, playable, exciting combat game.

Make no bones about it, in terms of technical accomplishment in the gameplay arena, the Capcom games are still markedly superior, but Midway have created a brawler which is extremely fun to play, with plenty of secrets to discover. It's in this latter category that UMK3 is truly in a class of its own. The range of special moves and suchlike is strictly limited, but the range of Fatalities, Babalities, Friendships and what have you is huge, offering a vast amount of longevity.

In Ultimate Mortal Kombat 3 there are also a range of hidden characters to find, which again adds a large

amount to the overall package. The coin-op has been out for a while now and UMK3 players are still attempting to find out the vast array of secret bits and pieces that Midway have hidden away. One thing that we can never quite understand is how people discover new Fatalities - a sequence of buttons presses does the job and there's not even one clue to tell you if you're close to getting the sequence right. Quite literally, Fatalities aren't discovered in the game as such, they're revealed on the Internet and you get them from there in some shape or form (usually word of mouth or directly from the news-groups).

The conversion work on this title is most impressive indeed and from the looks of the game it would appear that British developers Eurocom have managed to better Williams' own translating efforts (they were responsible for the PlayStation version of the basic vanilla MK3).

There are better fighting games available on Saturn (mostly from Capcom), but as a conversion in its own right, it's very difficult indeed to fault Ultimate Mortal Kombat 3. **RL**

★★★★



HANG ON GP '95

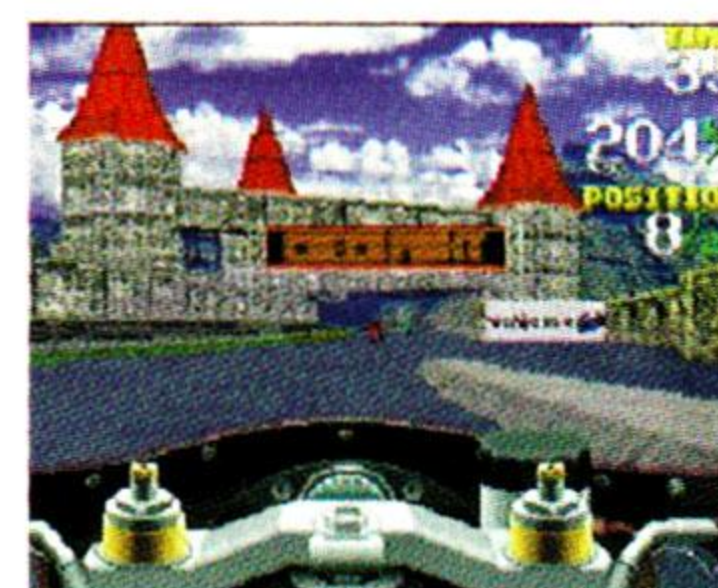
Lacklustre biking sim arrives in Europe

Toshinden Remix is in good company this month, as Sega release yet another new game which scores heavily in the redundancy department. This time it's a new road racing game, originally released by Sega of Japan as something of a stop-gap measure until the almighty Sega Rally Championship chose to make an appearance on Far Eastern shores. As you might have realised, the problem here is that Sega Rally is already out in Europe and everyone's happy with it. So, the basic point is, what is there to Hang On that makes it worth forty quid?

As you might imagine the answer is "not a lot". In every way it is inferior to the established AM3 classic, with lesser graphics, utterly abysmal sound and absurd play mechanics.

The bike's flickability is totally unbelievable, with just one tiny press of the d-pad resulting in a massive lean towards one particular direction. This has the effect of rendering the game almost totally unplayable, with taking corners becoming some kind of very sick joke.

Graphically speaking Hang On GP is average - although the visuals take on a very angular look (check out those hexagonal wheels!), the update is good enough and the variety between the courses is certainly



enough to make you want to see them all. Completing the three courses opens up more, plus there are extra bikes to find, which does boost the longevity of the title. Almost irritating beyond belief is the engine noise of the bike - imagine the annoyance of an amplified flymo and you have some clue as to the horrific aural onslaught being perpetrated on you.

Although kind of playable in a masochistic way, the concept of irritation is perfectly defined by a session with Hang On GP '95. The advice we proffered when checking out the import version remains valid: 'hang on' to your money. **RL**

★★

THE HORDE

Pit Sir Chancey against manic crimson monsters!

BMG and Crystal Dynamics have been responsible for some truly appalling next-generation software over the last few months, but all this is set to change with the arrival of the Horde; a port-over from the PC and 3DO. Gracing both these platforms almost two years ago, this was a genuinely satisfying blend of strategy and 'wacky' combat action that rewarded perseverance and was actually great fun to play. Now the Saturn version has landed in our laps, **MAXIMUM** is pleased to report that this is a complete translation of the originals with nothing lost (or gained) in the port-over, despite the intrusive borders.

So what's the Horde all about? Well, you are a young knight known as Sir Chancey, given deeds to a portion of the king's land with a mission to build it up into a fantastic market gardening opportunity whilst also ridding it of marauding monsters known as the Horde. All this is explained in the (slightly grainy) FMV introduction, where various fourth division actors strut around to 'humorous' American dialogue (the standard stuff for Crystal Dynamics) and you begin to think the worst. Some of the humour works and some doesn't, but the evil chancellor (who thwarts your progress throughout the game) stands out particularly well as an evil Vincent Price with psychotic tendencies.

Once the game itself starts, your hamlet is viewed in a 3D isometric manner, and you spend your season build-



ing fortifications, planting trees and tending to your cows. At the end of the season, baying Hordlings descend from the hills to wreak savage terror, and Chancey unsheathes his sword (called Grimthwacker) to dispense mediaeval justice. And that essentially, is it. The further you progress, the trickier the lands become (leading to establishments in deserts and arctic tundra) and the wider the variety of hordlings (such as huge Troll, wizard and even yeti hordlings strains), but your progress can be helped along by a visit to the 'shoppe', where you can stock up on magic (such as better weapons) and mercenary gentlemen to protect your rapidly increasingly stronghold. Other more subtle effects (such as random tragedies) and the excellent game mechanics have culminated in a greatly enjoyable yomp through a Monty Pythonesque mediaeval setting that just gets better the longer you play. **DH**

★★★★



SEGA REVEALS A NEW SATURN!!!

A new, cheaper Saturn was released in Japanese stores on March 22. This 'new' version has an all white body work without the access lights. The joy-pads have red start and shoulder buttons with the A, B and C buttons being green, yellow, & blue respectively. The XYZ buttons are all light grey. This new Saturn looks very similar to a certain 16-bit Nintendo product... Sega's reasoning behind the new colourful exterior is to boost their profile with the younger generation (from five upwards) and to appeal to the female gamers. This certainly seems true with the near completion of Virtua Fighter Kids being mooted as a major Saturn release in Japan. People who were hoping for a more powerful Saturn will have to wait much longer, as this edition of the Sega 32-bit wonder machine functions exactly the same as the normal grey and blue Saturn.

But that's not all! The following news will send the cash strapped 32-bit loving public ecstatic. This white Saturn sells in Japan for Y20,000. To all those who live by the sterling - a mere £125! Sega bought all the main components of the Saturn on a mass quantity (like the CPU, CD drive etcetera), resulting in the radically deflated price. Don't quite sell your Grandma yet, as this is the price in Japan and doesn't necessarily mean that the importers will be selling them at a similar rate. This recent campaign has proved very successful as some shops such as Sofmap in Osaka sold out of the new Saturns on the first day of trade. Considering that Sofmap is one of the biggest game retailers in Japan, that is quite amazing! If Sega Europe could pull off a similar coup over here, we could see an interesting battle for the 32-bit machine market.... **YH**

TOSHINDEN REMIX

Takara in totally redundant game shocker!



Oh how we remember when Toshinden first came out, accompanied by the rampant review overkill where high nineties where commonplace for what was in fact a graphically pleasant, yet hugely dull fighting game. Well, despite the fact that the original PlayStation version (rated at three stars in issue #1) couldn't even match the original Virtua Fighter in terms of move and gameplay, it comes across as something of a mystery as to why Sega would want this game converted onto the Saturn. Perhaps they saw an opportunity to prove that the Saturn is better than the PlayStation by comparing what one machine could do with the same game. Well, this has turned out to be something of a bad move as the Toshinden "Remix" (as Sega of America have renamed it) is something of a dead loss. Gone are the numerous spe-

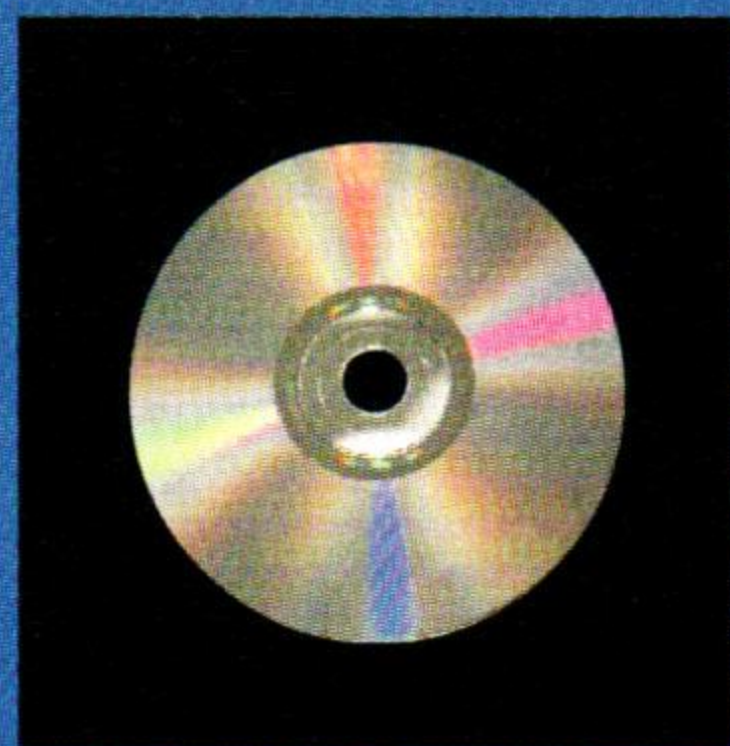
cial effects that made the original Tosh something of a visual feast, with the loss of the translucent effects particularly painful. Also lacking is the resolution of the Sony game.

So, have the coders just "remixed" out all of the good bits of the original Toshinden? Is there nothing for Saturn owners to get all excited over? Well, the one good thing about this game is that there is a new character - Cupido (as revealed in the news section of issue #3). Also, the PAL translation has resulted in a full-screen display - something that Sony couldn't be bothered to do when they released Battle Arena Toshinden over here.

The big trade-off with the PAL game is speed - or rather the lack of it. If you thought that the PAL translation of Tekken looked as though the game was running in slow motion, you ain't seen nothing yet. The game totally lacks any of the pace of the original game and is a shadow of its NTSC self.

The bottom line is: why bother? Already out on the shelves is Virtua Fighter 2 - a game which performs a rather unfortunate act all over Toshinden Remix from an extremely great height. With over a thousand extra moves, better characters, far superior graphics and much improved playability, Toshinden is a totally redundant release. **RL**

★★



MAXIMUM REVIEWS

PC CD-ROM

The countdown to the hardcore PC games avalanche continues, with shareware Quake due any day now and the full-on version of Duke Nukem 3D now confirmed for early May. Those two games are reason enough to go out right now and purchase a top-spec Pentium, such is their power, but many more topping treats are lined up, including Bullfrog produce such as the potentially incredible Dungeon Keeper (maybe next month eh?).

As it is, the MAXIMUM obsession with Quake that we've endured over the last couple of months continues apace. Serial link-up with two players isn't good enough any more and we're now trying to get it working over the Internet. And work it does. Only very slowly indeed. So if any of you guys have got it working at a reasonable speed, contact us immediately! We need to know which service supplier can move Quake data around at a fast enough speed...

Still, on with the exciting trio of reviews carefully crafted for this particular issue...

TERRA NOVA

Blasting par excellence from the creators of Flight Unlimited!



Since the dawn of computers there has been a steady stream of 'robot combat simulators' for virtually every format imaginable, progressing from the ancient PC BattleTech RPGs, through the numerous 8 and 16-bit platform games and isometric shoot 'em ups until finally, with the advent of 32-bit technology, reaching their purest form in the shape of the first person perspective 3D blaster. Of which, in case you hadn't already gathered, Terra Nova is a prime example.

Despite the obvious genre potential, it has to be said that MAXIMUM has been consistently disappointed by the bulk of the robot war output. While Activision's MechWarrior 2 and Game Arts' Gun Griffon managed to get our collective pistons pumping, attempts like Iron Soldier, Metal Jacket and Crazy Ivan have all fallen way short of the mark. Still, with Looking Glass Technologies on the case, you can expect something special.

Best described as a cross between Magic Carpet and Gun Griffon, Terra Nova's many levels require the player to traverse the various landscapes meeting certain mission objectives before proceeding to the drop point for evacuation. These objectives can range from securing an area, to escorting a convey, to rescuing a downed buddy, but whatever the task you can be sure that it will also involve delivering many a large sized portion to the pirate scum who cross your path. So it's a no holds barred Blast-o-rama? Er, not quite. Players adopting the usual gung-ho guns blazing tactics soon find themselves reduced to scrap metal, and a (gasp!) more strategical approach is needed to progress to the game's impressive later stages, particularly in relation to the optimal command of your team mates.

Aesthetically, Terra Nova is top notch. The Magic Carpet style fractal graphics are detailed and smooth (on a Pentium), though MAXIMUM found the actual mech sprites themselves to be a tad messy. The weather and warping effects (a product of the Thermal Disrupter) are particularly impressive with the landscape undulating and twisting convincingly, demonstrating the flexibility of Terra Nova's graphics engine.



Unfortunately, it's not all good news. The crucial control system, while adequate, does not allow for player reconfiguration, and in a time where mouse aiming is fast becoming a necessity, Terra Nova employs the mouse to move the cross hair *around* the screen, rather than the screen itself. A novel approach, but one which is not entirely successful. And because of the ferocity of the enemy attack, the battles normally take place at a disturbingly long range, distancing the player from the action. A matter of preference perhaps, but this we'd much rather be sticking a vulcan cannon in their face Gun Griffon style than picking them off from afar.

Despite these quibbles there's no denying that Terra Nova is a very polished product indeed. It has a degree of depth that most robot combat games lack, the plot is strangely involving and despite the initial control difficulties, with perseverance most competent gamers will soon be stomping around the battlefields, dishing out orders and mauling pirates with relative ease. A rare treat indeed. DJ

★★★★

WORMS: REINFORCEMENTS

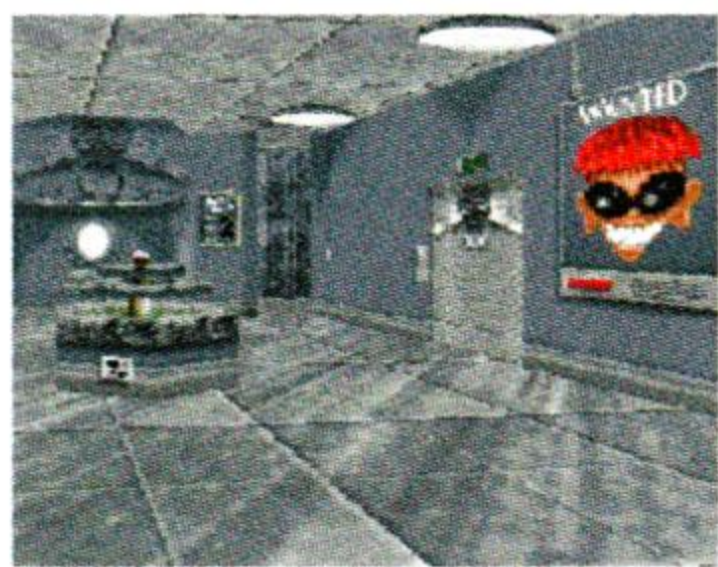
Worms Reinforcements is an expansion pack to the original that offers the players a wide range of new options, including new landscapes, level and sound editors, booby trapped crates, pumped up weapons, a properties editor, the all new mole bomb and the much delayed Network mode. Worms was a title that caused no end of controversy when it arrived in the MAXIMUM office early this year, being the kind of game that you either loved or hated. If you belong to the latter category, the sheer number of features in this pack combined with the attractive price makes Worms Reinforcements a worthwhile purchase. If you belong to the former then this is hardly likely to convert you. DJ

★★★



NORMALITY INC

Taking graphical adventures to the next level?



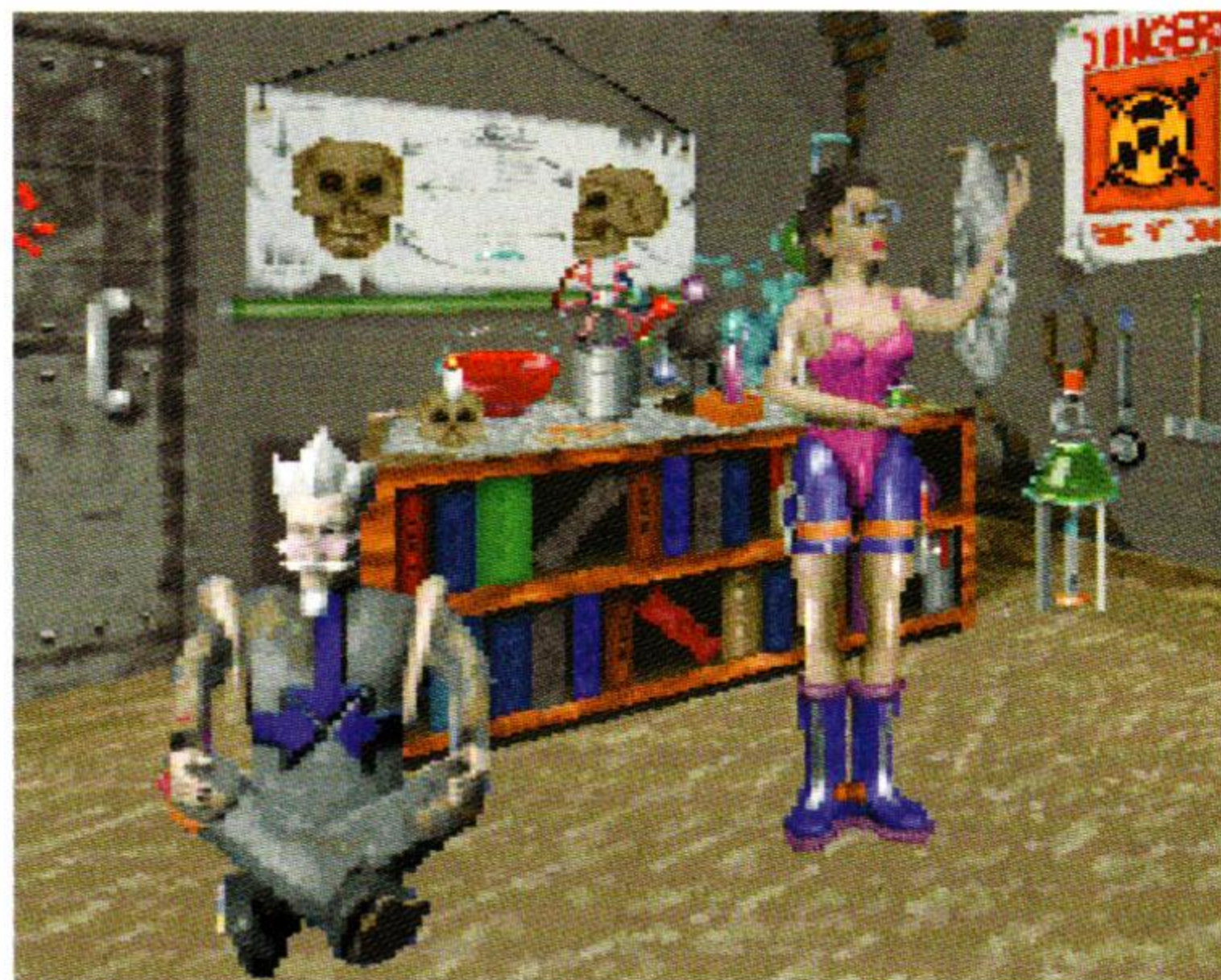
Gremlin's unusual foray into the world of PC adventure gaming was first covered in **MAXIMUM** issue #2, where we described it as a LucasArts style adventure built around a Doom-esque engine. That summing up remains pretty much on the ball as in terms of actual gameplay, it bears an uncanny resemblance to the SCUMM games - it's just in 3D that's all.

The initial impression of Normality Inc is most impressive - the initial rendered intro is impressive and the different 3D scenarios the game places you in are extremely impressive. A lot of a game's atmosphere is derived from the believability of the environment (this is even more important in a 3D title) and Normality does a great job of creating the horrible urban nightmare that the future has become.

Object-handling and interacting with the background is also a breeze thanks to a very user-friendly interface, and just like the SCUMM games, a usable object is labelled for you as soon as you run your pointer over it. Hot keys are also bundled in, speeding up the process still further.

A very easy game to get to grips with, Normality Inc is bound to find favour with the adventure fans out there, although the strict puzzle structure may put some off. However, the main criticisms with the game concern a scenario which just isn't too exciting. Also, the game's characters are annoyingly repetitive - whilst scripts and replies changed to some degree in the later LucasArts adventures, the speech in Normality does tend to annoy very quickly.

Although technically innovative and visually impressive, this one is for adventure fans only. **RL**



★★★

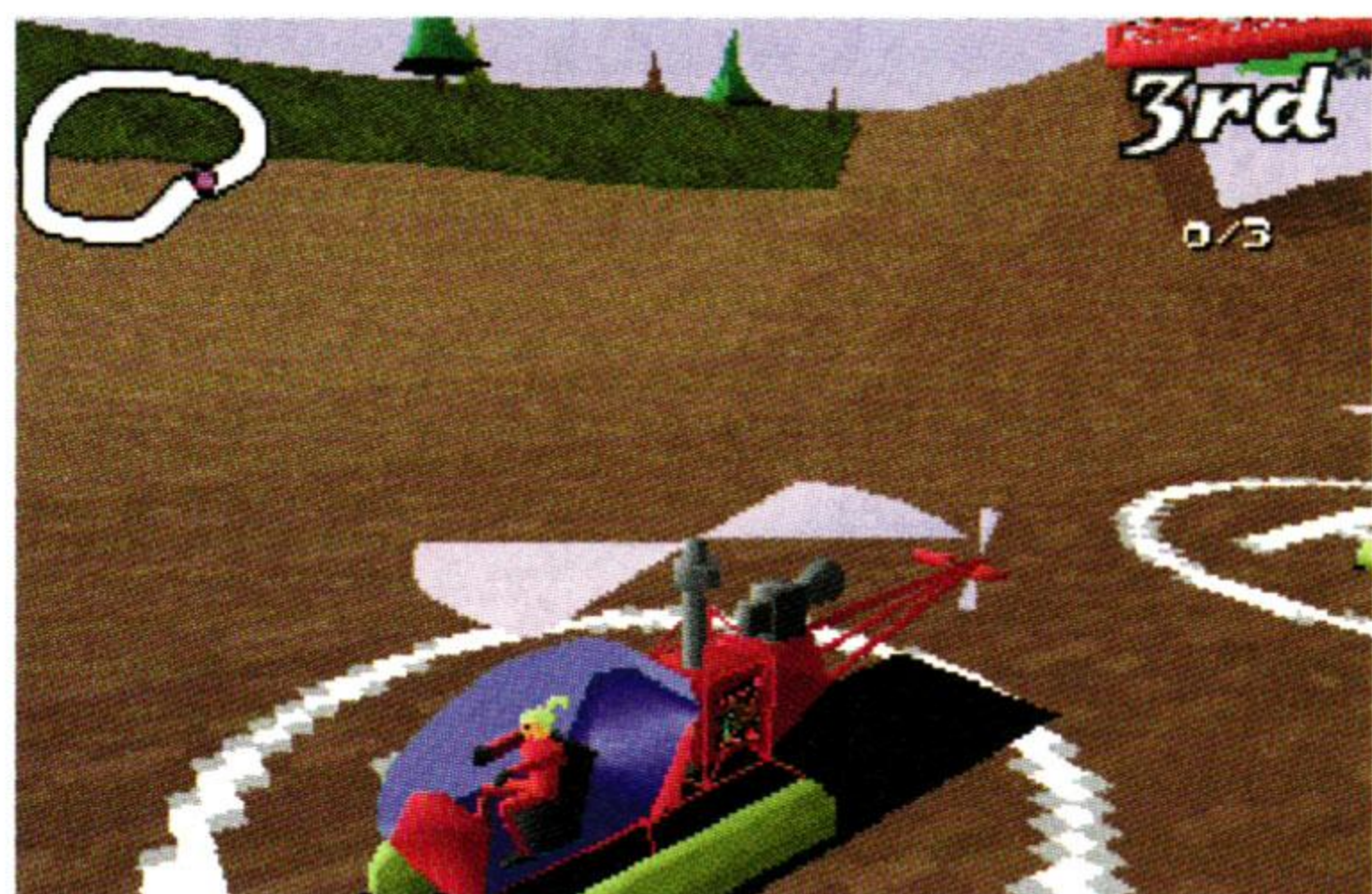
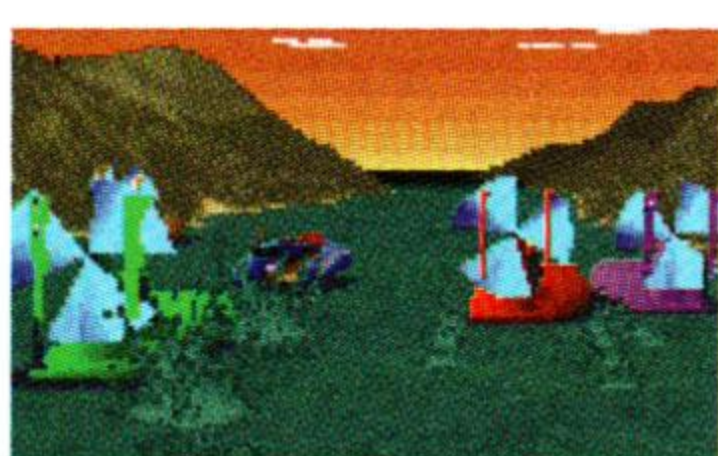
TERMINATOR: FUTURE SHOCK CODES

Type in ALT \ (or ALT # depending on your keyboard) then one of the following (they're fairly self explanatory):

VERSION
GARBLE
UNGARBLE
SUPERUZI
FIREPOWER
NEXTMISSION
ICANTSEE
WHOAMI
COUNTERS
BANDAID

BIG RED RACING

Super-console playability in PC arcade game?



Domark's much-touted PC racing title has finally hit the shops replete with a bunch of enhancements completed so late in the day, they're not even included in the manual! As it happens this means more tracks and more vehicles to control, which can only be a good thing.

Big Red Racing is best described as Micro Machines meets Sega Rally. A bewildering array of tracks (featuring different surfaces, weather conditions, backdrops etcetera) are included for you to race along in a huge variety of different vehicles ranging from helicopters to dune buggies and minis. The big attraction with the game is the physics of the simulation. You aren't just limited to the track in Big Red - you can go anywhere on the landscapes, scaling mountains or nosediving into ravines - the decision is yours. The aim is simply to get to the end of the race, crossing the appropriate checkpoints.

The physics of the game is clearly what makes the race quite enjoyable - each vehicle behaves pretty much as you would expect it to, with some spectacularly real-



istic crashing and jumping action. Various multi-player options add to the fun.

The only problem with the game concerns speed. We had a below-par display even when we invoked the power of the mighty 133MHz Pentium in VGA mode - and this spec machine wasn't enough to get maximum detail on the background either! Although visually impressive, there is a disconcerting jerking effect which isn't down to the frame rate of the machine. Bear in the mind that this self-same machine runs Quake at 640x480 at a reasonable speed and it is clear that there is a problem here with the 3D routines. Still Big Red Racing is fun to play and with improved speeds and graphics, a sequel could do *really* well. **RL**

★★★

WING COMMANDER IV

The Wing Commander series have been getting better and better, but Origin have really topped themselves this time. Wing Commander IV makes huge leaps and bounds in the interactive movie stakes, seamlessly blending impressive interactive cinematic sequences with slick and exciting SVGA battle sequences. And even though there is a question over the game's replayability, the gripping plot and considerable challenge make this an enjoyable and spectacular product. However, Pentium owners need only apply. **DJ**

★★★★

THE NEXT ISSUE OF

MAXIMUM

PSYGNOSIS BLAST BACK ONTO THE RACING SCENE WITH THE INCREDIBLE FORMULA ONE.

Just how good is this game? How deep and realistic is it? Find out in the next exciting edition of **MAXIMUM**.

You can't beat a bit of Resident Evil... or Tekken 2, can you? **MAXIMUM**'s unrivalled coverage of both PlayStation products continues apace, plus we delve still further into the ultimate sprite-based fighting feast that is Street Fighter Alpha 2. All going well, we might just be able to get hold of the shareware version of Quake for some Extended Play-style action, and even if that particular coverage falls through, we've just taken delivery of some awesome Into the Shadows screenshots, so you can look forward to a comprehensive Scavenger update. Who knows? We might even let you get a look at the latest shows of Amok, Scorchers and maybe even a new title from the Scavenger stable...

PlayStation owners can also look forward to the unique brand of **MAXIMUM** coverage for Motor Toon Grand Prix 2 and the potentially awesome Jumping Flash 2.

Plus: next month **MAXIMUM** goes where no UK mag has gone before. We take a trip to the Japanese home base of Treasure, creators of such seminal hits as Gunstar Heroes, Dynamite Headdy and the full-on Guardian Heroes.

So what is there for Saturn owners apart from that ground-breaking interview? How about an in-depth investigation of the Sonic Team's Nights product? You want huge amounts of pictures? Well, they're on the way from Japan now...

So, **MAXIMUM** issue #7 promises to be pretty incredible...

JUST FANCY THAT...

MAXIMUM issue #5 arrived on the shelves of all good newsagents on 26 March, 1996. Our Subscriber Priority Issue of the fine, well-respected **Official PlayStation Magazine** arrived on 15 April...

MAXIMUM #5: "...he uses ancient weaving techniques and static electricity to sculpt his hair into points..."

PSM #6: "...Heihachi uses static electricity to sculpt his hair into point [sic]..."

MAXIMUM #5: "...has paid her well to execute Kazuya...despite what her father pleaded on his death bed, Nina still hates her sister with a passion and has resolved to fight her at the earliest opportunity...the red shoe fiasco was only the beginning..."

PSM #6: "... a sister to Anna Williams... a woman she loathes after the red shoe incident... (she) has been hired to execute Kazuya Mishima and, despite the pleas of her father, has promise [sic] to defeat Anna at the earliest possible juncture..."

MAXIMUM #5: "... he discovered that his entire centre had been razed to the ground. All of his classmates had been beaten severely... cupping the head of his prized pupil... the pupil answered with the name "Baek"..."

PSM #6: "...Law returned to his dojo to find his pupils beaten and the building razed to the ground. With a final breath, his star pupil whispers the name 'Baek'..."

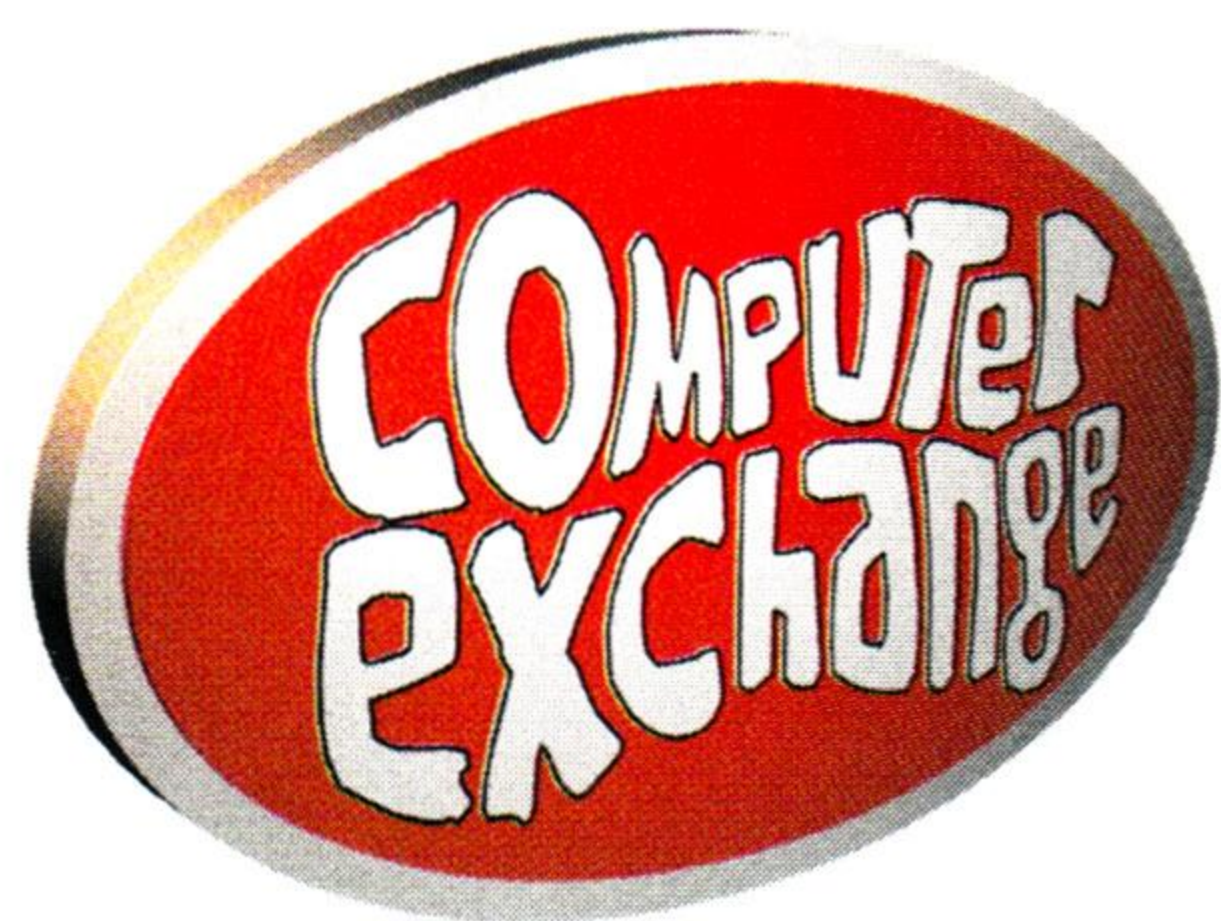
MAXIMUM #5: "...[Paul] returned to New York. Finding work in the south Bronx as a bouncer... after months of punishing street-fighting... Paul emerges ready for the second Rave War with overwhelming confidence..."

PSM #6: "...Paul Phoenix left the first tournament returning to New York to work as a bouncer. His subsequent success as a street fighter has resulted in a fresh and confident Paul Phoenix..."

MAXIMUM #5: "...Soon afterwards, Heihachi's men kidnapped her father and tortured him to death in a quest for answers... Kazuya's agents take Michelle's mother, hoping she will reveal the secret. Desperate to rescue her, Michelle enters the tournament for the second time..."

PSM #6: "... Heihachi's men tortured her father to death trying to make him divulge the location of her tribe's hidden treasures. With Kazuya now in power, Michelle's mother is in danger for the same reason. In a desperate rescue bid, Michelle enters the contest a second time..."

MAXIMUM issue #7, out 30 May, Price £3.50.



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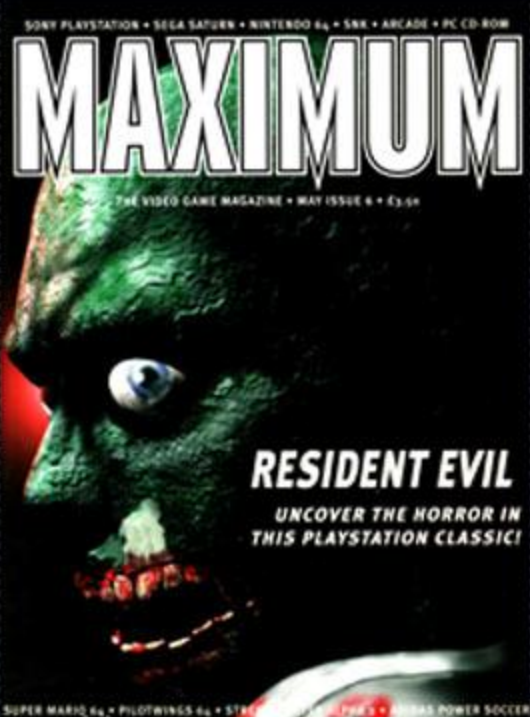
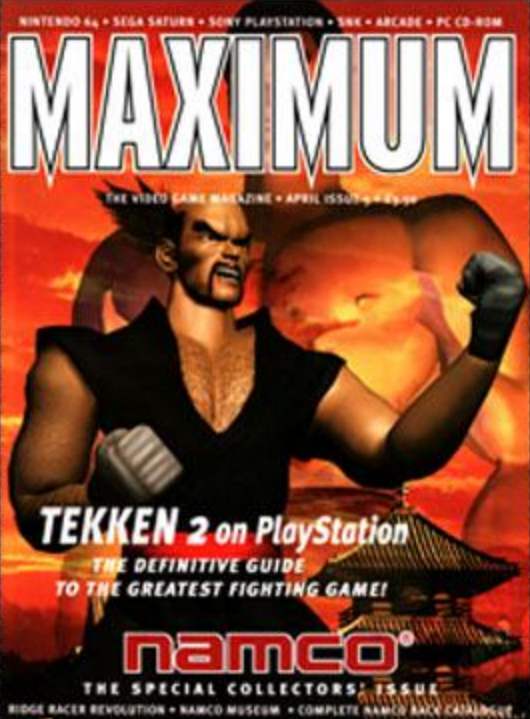
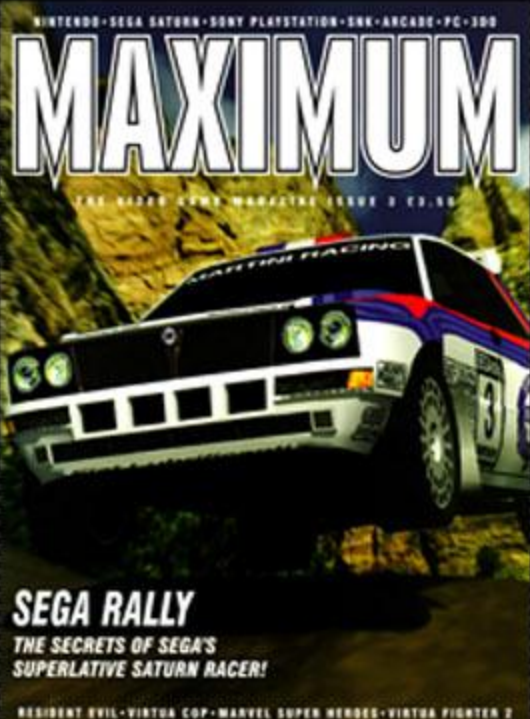
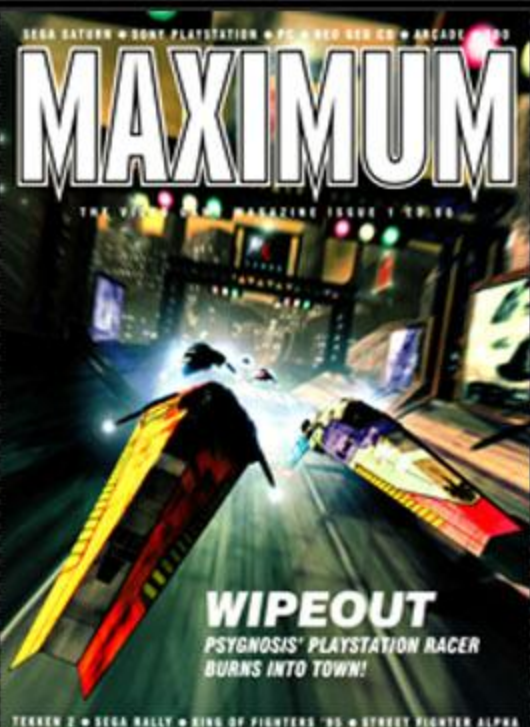


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